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Nintendo® MAGAZINE SYSTEM

ISSUE #44

NOVEMBER '96

HERE'S LOOKIN' AT YOU KID!

2 ACE NEW DONKEY KONG GAMES

PLUS: N64 PLAYGUIDES

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Your guide to what's inside...

GIMME SHELTER

Sometimes I don't know why I bother. Everybody in the office is completely obsessed with Nintendo's new box of delights. They're either scampering around in a 3D castle or flying past Mount Rushmore with two hairdryers strapped to their backs! Poor old Les thought it was real, but the nurse managed to stop him from leaping off the roof, so no harm was done.

I WANT...

Everyone's getting excited what with Christmas being just a month away. The troops have all been scribbling to Santa. No-one's asked me what I want yet. Ah well, I'll probably end up buying myself a rocking desk-top dolphin like I did last year. No, really – it's not as boring as it sounds. Mind you, If I only get a bit of peace and quiet this year I'd be happy.

WE WANT...

Steve wants to change his image for the new year, and decided an all-weather cardigan with built-in rucksack and secret pocket was just the thing. Being one of those healthy people, Lou opted for a sheepskin bathing suit for those chilly night-time swims, and Will's hoping for a new girlfiend to replace his beloved Tanya who recently decided enough was enough. (We're not supposed to mention that though!) Skull and Les have both requested wax dolls of each other for their own slightly dubious purposes.

SO WHAT?

Anyway, back to life, back to reality. For a start we've got full reviews on Power Piggs of the Dark Age, Kirby's Fun Pak and Wario's Woods, plus a special feature on Acclaim's new N64 monster, Turok: Dinosaur Hunter. We also have the first parts of our mammoth playguides on Super Mario 64 and PilotWings 64 to gear you up for the big day next March.

GET ON WITH IT!

Spider's gone all green and pleasant this month, taking a look at some of the best environmental sites on the Net, and if you're getting bored in the run up to Christmas take a look at the new What's Up pages to find out what's going on near you. So don't just sit there like a spanner – turn the pages!

up front...

NINTENDO PEOPLE SYSTEM

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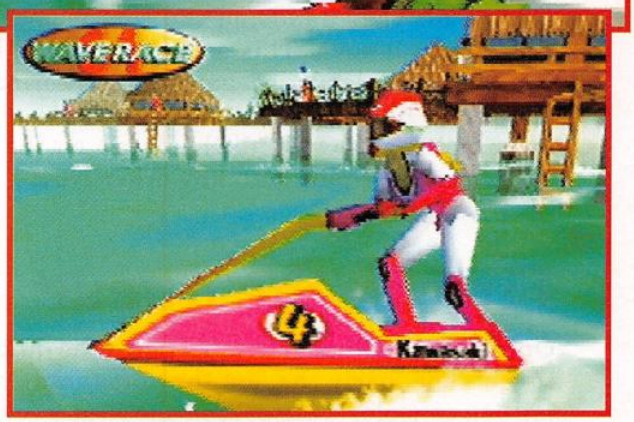
COMPETITION
TERMS AND CONDITIONS OF ENTRY

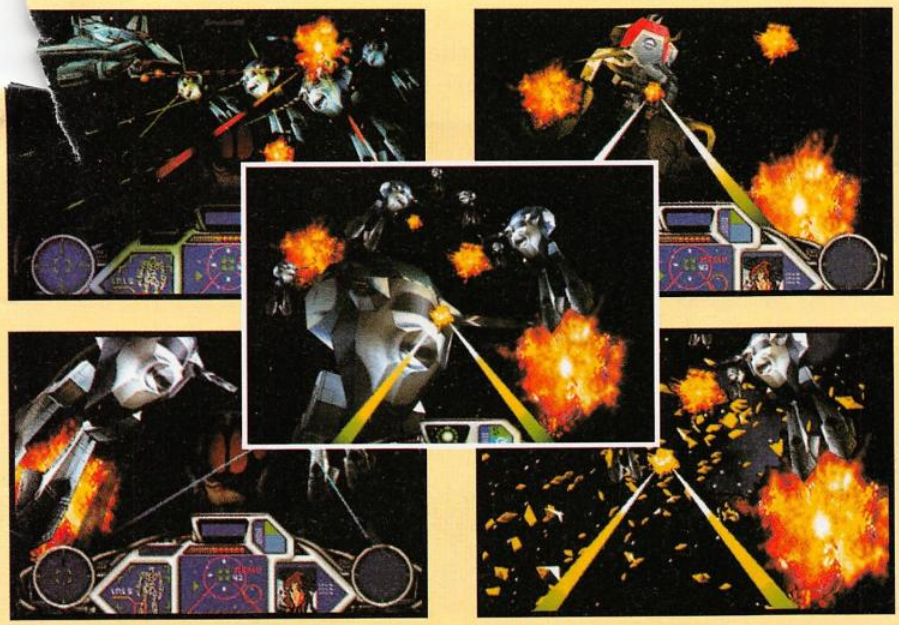
Competitions in this magazine are promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 29th November. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.

NNN
NINTENDO NEWS NETWORK

Crest of a wave



By the time you read this, gamers in Japan will have had their first taste of Wave Race 64, and we've got our feet wet too, as our copy arrived in the office just days after the release. In this spectacular game you take control of Kawasaki Jet Skis and race over 25 different courses, battling against other riders and natural elements like the wind and the tide. There's plenty of variety including aquabatics, training and head-to-head stages where you and your mate can race against each other using the split screen. At first glance Wave Race 64 looks like an absolutely storming game which could well put all other racers in the shade. Expect a more detailed look in the next issue!



Robotech Crystal Dreams

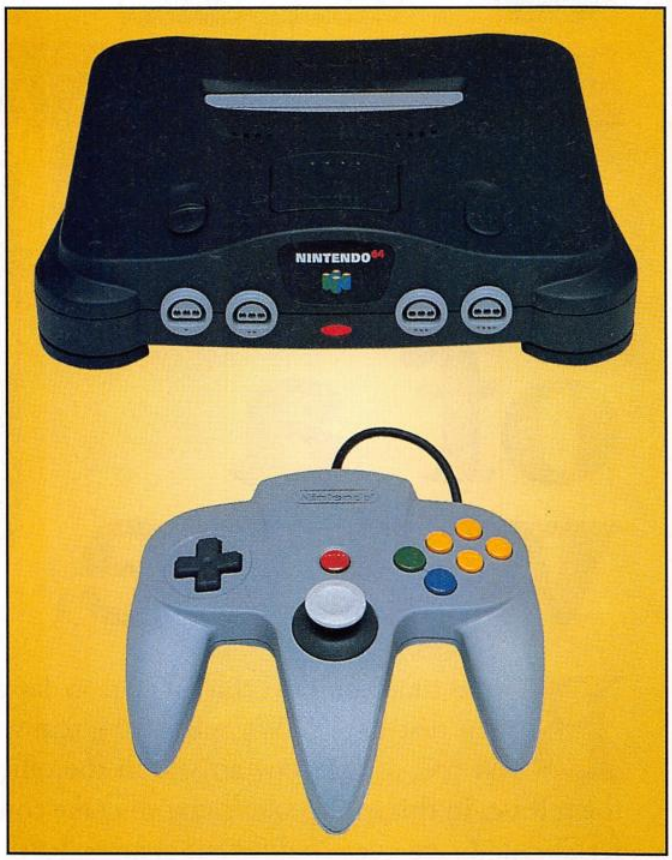
Gametek's **Robotech - Crystal Dreams** is one of the most eagerly awaited N64 games in development right now. These screenshots show just a little of the action in this first-person 3D space sim. In it you'll have complete control over your craft in a totally interactive universe, which promises to be one of the largest playing areas seen on any game. So you won't just fight pre-determined battles in a set area of space, but in a universe jam packed with action. The power of the N64 has allowed the developers at Gametek to design different kinds of enemy ships. Each has its own artificial intelligence to make the game even more of a challenge! We've seen some impressive first action sequences and as soon as we get our hands on a complete copy, we'll let you know.

NEWS

NINTENDO

Official Launch Date

You must have heard! The news you've all been waiting for! After a long wait Nintendo have announced an official launch date for the N64 over here. On the 1st March 1997, Australia will be selling the world's best games console in all its black and grey glory, retailing at around $399 with games being priced at approximately $99.95. But, unlike Japan and the USA, we should be able to choose from heaps of games right from the start, ranging from the flagship titles like Super Mario 64 and PilotWings 64 to all-new titles like Wave Race 64, Cruisin' USA and Shadows of the Empire which are all due for release before June. It looks like you'll also be able to get your hands on the N64 memory card at the time of the launch. This amazing piece of kit will allow you to store loads of gameplay information on the controller, like customised sports teams or even designs for a racing car. Once all the data's on the card you can take it out and plug into any other N64!



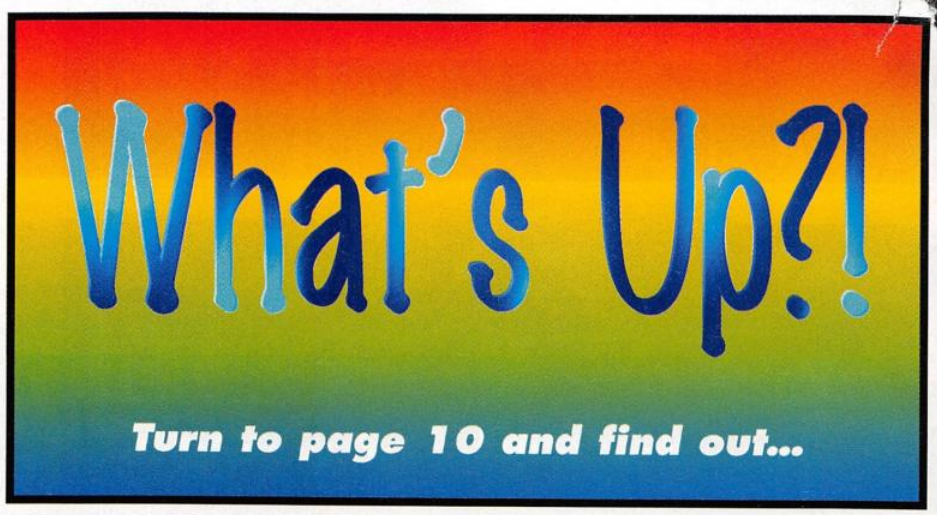
First in the queue

Once the machine's out you'd better be quick if you want to get one early, as on the Japanese launch half a million consoles were sold in the first week! Demand for the N64 in America has hit fever pitch too as over 50% of the consoles and hardware were ordered in advance, and the rest of the initial shipment sold out within three days of the September 30th launch date! Not surprisingly everyone who bought a console bought Super Mario 64, and one copy of PilotWings 64 was sold with every four systems. Howard Lincoln, President of Nintendo of America, was understandably pleased. "It was almost impossible to predict how huge the demand would be. We obviously have a huge hit on our hands".

Fly before you buy

Nintendo of America were obviously confident about the success of their new machine long before the release, because they mailed out loads of free videos to Nintendo users registered on their US database. The vids showed the N64 in action and the aim was to let American gamers see the power of the new beast, as well as showing off all the new graphical and gameplay capabilities before it hit the streets.

IT'S IN THE BOX! THE USA IS HAPPY AT LAST!



64 Under Development

Williams keep busy

Williams have recently finished the amazing **Mortal Kombat Trilogy**, and have also developed **Doom 64**, which should be ready for release in the USA in the first quarter of next year, though the dates may yet change. **Wayne Gretzky 3D Hockey** is undergoing some minor tweaks, but should be ready to hit the ice in the States this month, along with **NBA Hang Time**. **War Gods,** the brand new beat 'em up, is scheduled for the first few months in '97 as well.

Three from Seta

The company responsible for the bewildering innovation in gaming that is **Shogi**, has been hard at work on three new N64 titles.

Wild Choppers will be a shoot 'em up with the player taking control of an Army helicopter through a variety of missions, which range from fighting terrorist groups and rescuing hostages. The next title is going to be the first golf game on the '64. Based on Scotland's famous St Andrews club, the programmers have re-created the whole course, and the results look phenomenal! Every bunker and hole is in exactly the same position as the real thing. The game's also played in real time, so the longer the match, the darker the screen will get, making it harder for you to judge each shot.

Seta's third offering will be a car racing game that promises to be one of the most sophisticated racing games ever created. It looks like there'll be more gameplay options to choose from as well as superior graphics, so watch out for further news.

GT Interactive

GT are working on a new action game, currently titled **Blade and Barrel** in Japan, but which will be called **Ultra Combat** in America and Europe. You'll have to fight in various battles and choose whether you want to take to the skies in a dog-fight or simply stay on the ground, blasting away happily. It's the only game we've seen apart from **Mario Kart R** with the four player split screen option. Their distribution arm is also very busy, publishing other projects like **Mortal Kombat Trilogy**, **War Gods**, **NHL**, **NBA Hang Time** and a new one called **Robotron X**.

NEWS

"If we told you, we'd have to kill you"

Trying to get information on new N64 games in development can be a frustrating experience. If we had a dollar for every time a top games developer said '"If we told you, we'd have to kill you'", we'd all be able to give up work and move to the Caribbean! Despite all these threats, we've been pestering our way into the secret dens of developers everywhere. The result of our irritating and incessant questioning is the lowdown on the latest creations for the N64:

KONAMI

Currently working on five (YES, FIVE!) N64 titles at the moment. First up is a new **ISS** football game, reported to be "totally awesome" by sources at Konami. **Goeman** is making his debut on the N64 in a Mario style game, and another version of **Shogi** (aaaaah!!) is in the pipeline. There will also be a brand new **Parodius** type game and a pro-baseball sim to round it all off. As yet there are no release dates or screenshots available, but as soon as we get hold of them, you'll be the first to know!

TITUS

The information surrounding Titus's N64 project remains vague to say the least. We do know that they're definitely doing one, and we were first told that it includes one of the company's original characters, (they've featured Prehistorik Man, Titus Fox and Power Piggs in the past) but that's since been denied. I guess we'll have to wait a while to find out for certain, but we've been promised more news in February.

VIRGIN INTERACTIVE

Freak Boy, a Mario-style platform romp where you have to hunt round for missing body parts, is apparently in difficulties. Originally planned for a second quarter '97 release, this has been put back to later in the year. Virgin are also rumoured to be planning a God sim, a soccer game and a golf sim. Look out for screens and other info in a later issue.

T•HQ

T•HQ are currently working on **WCW Wrestling** for the '64. Set for release some time in 1997, the game is thought to feature Hulk Hogan, Sting and all the rest of the tightly-trousered crew.

ELECTRONIC ARTS

These well-respected sports game developers are working on an N64 version of **FIFA '97**, which include some totally new characters, loads of international teams and a control system that's bound to be better than the rest. But will it be in 3D? We'll see...

MINDSCAPE

The people at Mindscape have a new basketball game in the pipeline. Called **Monster Dunk**, the game'll feature some of the world's most famous monsters (we don't know which yet) in teams of two, with moves and dunks unlike any other basketball sim.

DID

Military flight sim specialists DID will be working on a secret project for Ocean, probably a helicopter sim, but mouths were well and truly sealed when we tried to prise some secrets from them. Ocean weren't saying much either, but we'll keep pressing and probing until we hear more.

NEWS

OCEAN/INTERPLAY/ VIRGIN MERGER

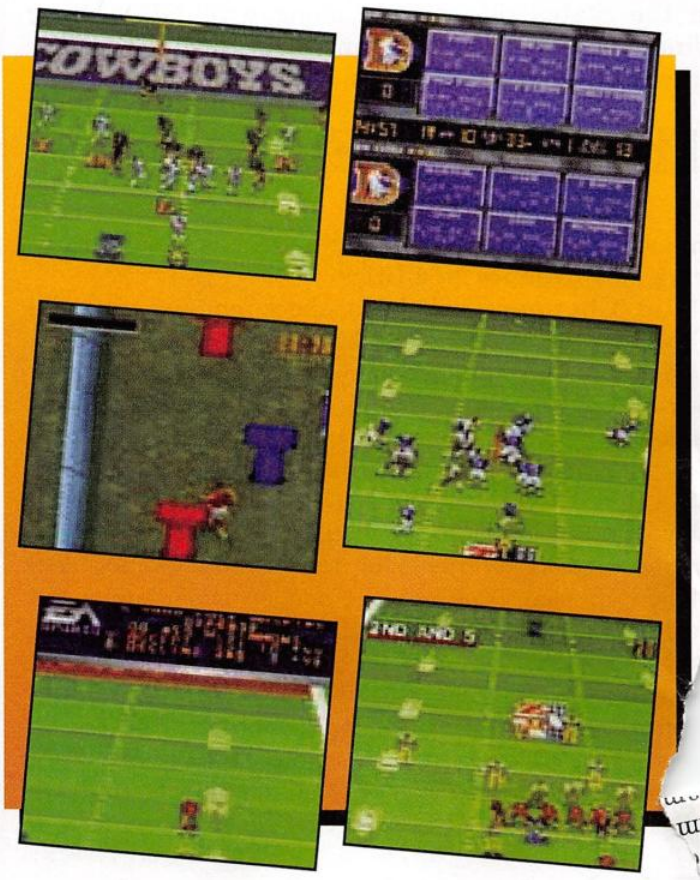
We all know how difficult it can be to get some games over here, especially if they're not exclusive Nintendo productions, but that could all change as three of the world's top games publishers – Ocean, Virgin and Interplay, have merged to form their own merchandising and sales team. This new distribution arm will be run equally by all three companies, and will concentrate on forming links between the games developers and retail stores.

Even though it sounds like a great idea, the new company, known as Bizarre Love Triangle (or BLT for short) has encountered resistance from some overseas retail stores. It seems that the stores think the people at BLT are trying to muscle in on their own marketing and sales drives, and should be best suited to special promotions and store openings. But hopefully the guys in the shops over here will see sense, as the company who develop the games usually have a better idea of how to market them.

Could the days of travelling the country looking for that elusive cart be coming to an end? We at NMS certainly hope so!

ocean & INFOGRAMES

The merger between two of Europe's leading software publishers, Ocean and Infogrames, has at last been completed. The deal between the two firms should see Ocean finally make it confirm their world-wide status, although they've been major players for some time. The two companies are looking to combine their talents in distribution and games development, with Ocean planning new in-house development facilities along with their already sizeable publishing arm. They're aiming to add another 35 people to their staff and are pressing ahead with new development tools, including a conversion facility that allows games destined for different platforms to be developed at the same time.



EA SPORTS

Electronic Arts have announced two more SNES sequels set for release next year. These are NHL '97 and Madden '97, and by all accounts both games are well up to EA's usual high standard as these screens from Madden show. Although they don't look radically different from this year's games, there'll be some brand new gameplay options to make them even more realistic than before!

More money than ¢ent$?

Turn to page 14 NOW!

'TIS THE SEASON TO BE JOLLY!

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NMS. FULL OF CHRISTMAS SPIRIT. HIC!

DECEMBER ISSUE ON SALE 28TH NOVEMBER.

What's Up?!

Welcome to a brand new feature for NMS. In What's Up?! we plan to bring you all the latest news, views and events from up and down the country as well as informed chat (like our interview this month with Simon Tambourine), useful services (The Game Exchange) and advance warning of top happenings (check out the Cyber Zone and the new Trek movie). So, if you do take a break from DKC3 and do actually get outside for 10 minutes you'll know where to go and what to do when you get there!

FROM THE HORSE'S MOUTH!

Now that all our prayers have been answered and the N64 finally has a definite release date in Australia (1/3/97), we thought it was about time we got some comment straight from the horse's mouth. So who better to ask about Nintendo's plans than Simon Tambourine, chief Game Guru at Nintendo Australia? We pinned him down and probed him fully and here are the results:

NMS *Simon, now there's a firm date for the N64 to land in Australia, what is the general feeling on the Hotline?*

SIMON Well, we can't wait to start taking calls on the most exciting thing to hit gaming in years! In fact, Justin was saying to me the other day that he feels really lucky to be involved with Nintendo and the BIG build-up that's gonna happen over the next six months.

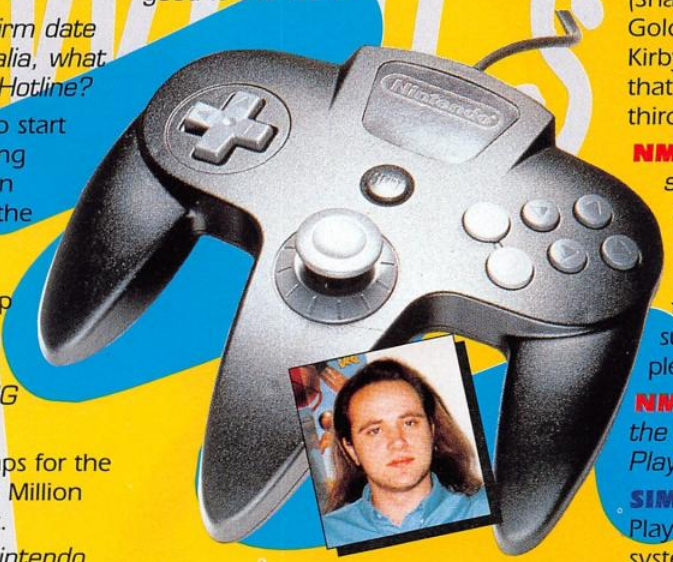
NMS *Oh yeah? And what BIG build-up is that?*

SIMON Oh, it's all under wraps for the moment, but I can say Mario's Million Dollar Mission is only the start.

NMS *Has anyone outside Nintendo and NMS seen the N64 yet?*

SIMON So far it's only been shown to a select group of people. Justin unveiled the N64 at Deakin University in Melbourne recently to get the reactions of the students. They all loved it, with each and every student more than impressed with the graphics, sound, general gameplay and overall ability of the machine.

NMS *You've read the reviews and played the games yourself. Just how good is the N64?*



SIMON I have to say, Super Mario 64 is the best game I've ever played, followed closely by PilotWings 64. And I've played over 400 different videogames on all systems. But one of the best things about the N64's release on March 1st next year is the range of games that will accompany the launch.

NMS *Can you tell us some of the games that will be launched here?*

SIMON OK, just some. You'll be able to get the new Star Wars title (Shadows of the Empire), Blast Corps, Goldeneye 007, Super Mario Kart R, Kirby's Air Ride and Starwing. And that's just a few – there'll be heaps of third party games too.

NMS *Have you found that there's still a lot of interest from games developers in the N64?*

SIMON Is the Dalai Lama a Buddhist? Of course there is, but that's all I'm going to say on the subject! You'll just have to wait and be pleasantly surprised like everybody else!

NMS *In your opinion, what makes the N64 so much better than the PlayStation or the Saturn?*

SIMON Not just better than the PlayStation or the Saturn, but any other system to date. Well, besides the graphics, sound, speed and the games themselves, I'd say the hand controller with the 3-D analog Thumb Stick is one of the best new features, as it gives you superior control in the gameplay.

NMS *Should I not buy a SNES or ditch my SNES now and wait for a '64?*

SIMON Hell, no! The SNES is alive and kicking and will be for years to come. If you've not got a SNES, then go and buy one right now as there are so many great games to play on it. And if you've got one already there's always a great new game coming out like DKC3, which is out this month. That's the beauty of the SNES. There are so many games to play on the one system.

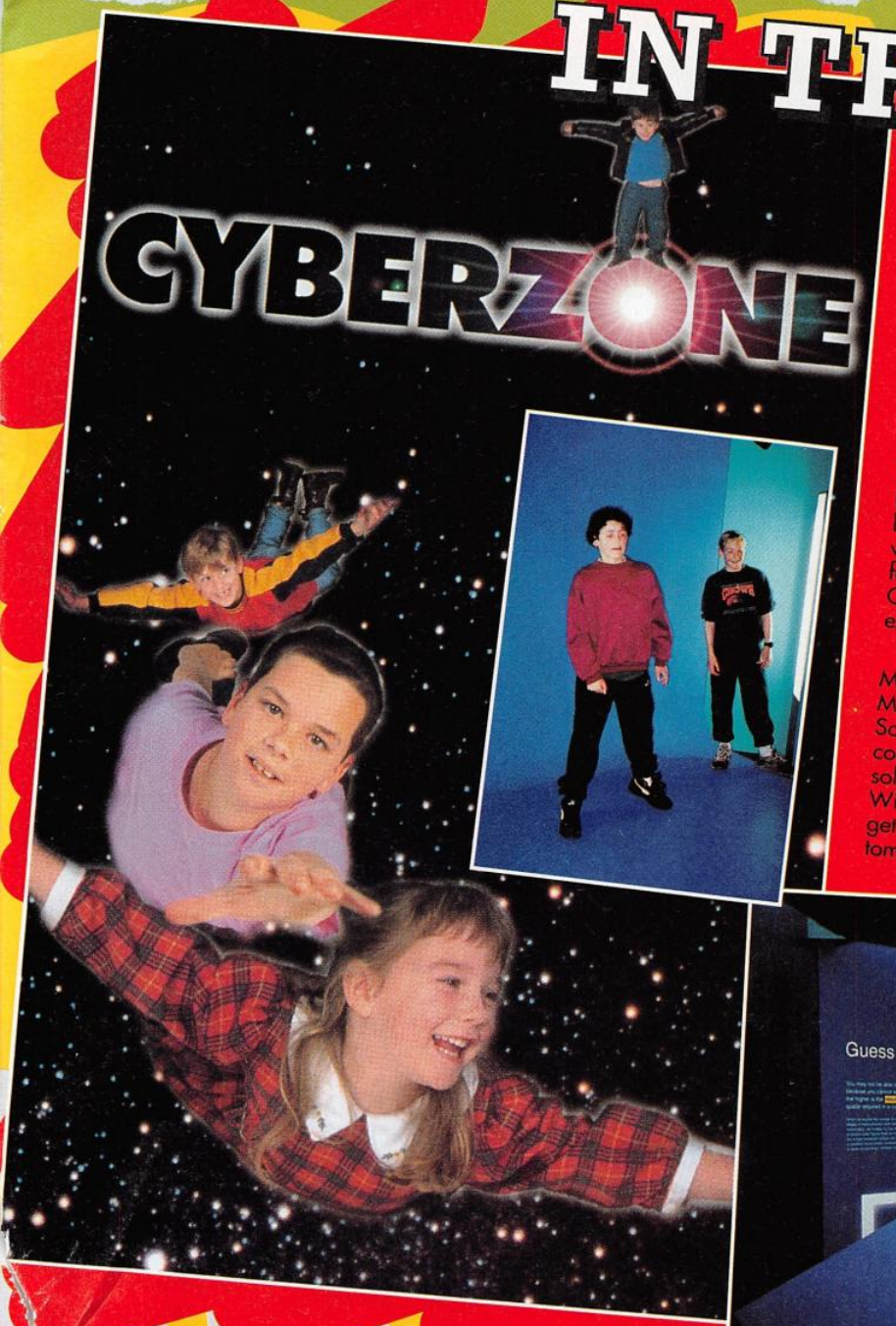
So there you have it. Brace yourself for the onslaught of the N64 in March and, in the meantime, go out and get yourselves some of the ace new SNES and Game Boy titles for Christmas.

GAME EXCHANGE

Wouldn't it be great to get a new game for no money? Well, now you can with the help of the brand new Game Exchange! This has been set up to help all you gamers out there get the games you want, without paying a damn thing for them! All you have to do is ring the number below, and you'll be given a special ID number and access to your own voice-mail box. This'll make sure your game is placed in the Game Exchange. Once you've got your number, you can surf the Exchange and hear about all the other games to be swapped on the system of your choice. Once you've found one that interests you, just leave a message which will be recorded in the box of whoever wants to make the swap. Then they'll be able to contact you and arrange to exchange games. Easy really! The calls cost 75¢ per minute, and make sure you get permission from whoever pays the phone bill before you call!

1902 94 1180

IN THE ZONE!



For all of you who are interested in developing technologies, Scienceworks in Spotswood, Melbourne is holding a special exhibition featuring the latest moves in artificial intelligence, virtual reality, digital detection and the world of cyberspace. Cyberzone is a fun, hands-on exhibition that demonstrates and explains exciting new multimedia technology. Participate, explore, or be a star as you discover how technology is shaping our lives.

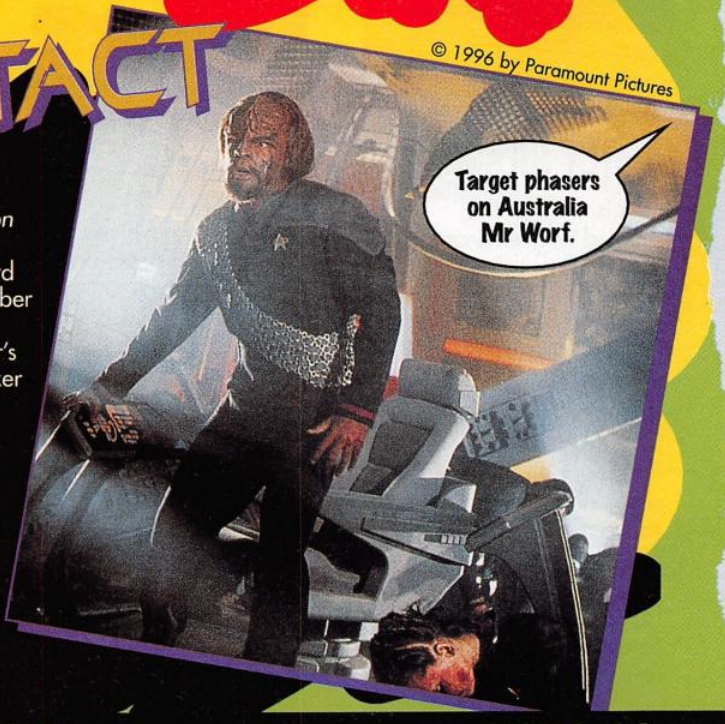
The $1.2 million show, sponsored by Multimedia Victoria, FCB and Channel 10, features all the leading Aussie multimedia producers, and offers a fascinating insight into how modern technology is changing our lives. It's all home-grown talent too, as we are the base for some of the best multimedia producers in the world. Admission is $5 for kids and students, and $10 for adults and includes entry Scienceworks and Cyberzone, and you even get to record your experiences on video to take home and relive!

The exhibition will be running right through until March next year, but don't worry if can't make it to Melbourne. After Cyberzone finishes its season at Scienceworks, it'll be going on tour right across the country. So, if you fancy using digital technology to solve a real murder mystery, or exploring the World Wide Web and even taking control of a robot, then get yourself down to Scienceworks and get a taste of tomorrow today!

FIRST FOR FIRST CONTACT

Charge up your phaser, pick up your tricorder and put on your Klingon forehead – Star Trek: First Contact is coming!

The brand new Trek movie (the second to feature Captain Picard and his Next Generation crew mates) is released here on November 22nd and it's set to be *the* box office smash over the Christmas break. With all the regular crew on board again and the director's chair being ably filled by Jonathan Frakes (that's Commander Riker to you and me) the all-action adventure pits the crew of the new Enterprise E against the sinister Borg Collective. The best bit of news though is that we'll be getting sight of the new film before anyone else in this sector of the galaxy! Although we share the release date with the US we'll actually be seeing the world premiere because of the time difference! So we really will be the first with First Contact! Check out next month's NMS for a full feature on the new Trek film as well as a behind-the-scenes look at Dragonheart with Dennis Quaid and Sean Connery.



SPIDER's web

catalyst@popmail.dircon.co.uk

With spring upon us it seemed the right time to search the net for all things green and pleasant. This month Spider's been trawling through the World Wide Web to bring you the best and the worst of all the environmentally friendly 'greeny' sites!

Even though the term 'environmental issues' can cover a pretty broad range of topics, you'll find tons of info on all things ecological providing you know where to look. For a start there are plenty of government sites on the net giving details of what steps they're taking to improve the environment, and in some areas there are online public forums to discuss the issues of the day. Just about every conservation society worth its salt has a net page, keeping you well up-to-date on their latest projects and some of the facts on the state of the planet make interesting, if worrying, reading.

Earth Island

This is a huge site, packed with environmental information on just about every place on the planet. You'll find it at **http://www.earthisland.org/ei/** and it's the official home page of the Earth Island Institute, a worldwide organisation dedicated to conservation projects and also producing newsletters highlighting the plight of areas of natural beauty.

Looking through the pages on this site really makes you think about how fragile ol' Mother Earth is and some of the things developers are willing to do for a fast buck will make your blood boil. Latest projects for the Institute include the re-planting of rare trees and shrubs in the jungles of Borneo alongside a major clean-up operation in the polluted lakes of Siberia. If you want to actually make a difference yourself you can always join the Institute for a small fee or email your comments to Earth Island HQ.

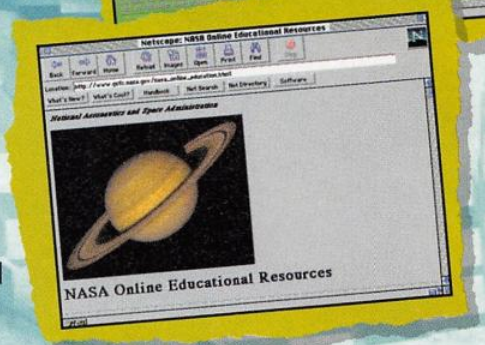
Australian Environment Online

Found at **http://kaos.erin.gov.au/erin.html.** this is definitely one of the best government controlled web sites, centering on all the environmental issues concerning Australia and the South Pacific. It's part of the worldwide Environment Resources Information Network (ERIN) and on it you'll find loads of reports on all things ecological from several scientific organisations, like newsletters on the national state of the environment and a library service giving you all the lowdown on who said what in government circles.

The site is updated quarterly and you can find reports on subjects like the state of Australia's coastline, information on protected environmental areas and evidence to show how pollution affects marine life. Even though there's not much in the way of imagery to download, the site itself is quite nicely designed and the information contained in it certainly makes interesting reading. You'll never be stuck on your geography homework again either!

Friends Of The Earth Homepage

The Friends of the Earth Homepage (**http://www.foe.co.uk/**) is a UK based site from one of the original environmental action groups. Over the years FOTE has become famous for their hard hitting approach to conservation. They have no qualms about meeting governments and big companies head-on over pollution issues, and made their name by producing detailed scientific research on the way modern industry is affecting the planet. All the details of their recent campaigns are included and there are plenty of links to other sites too.



The Friends of the Earth Aussie Page can be found at **http://www.spirit.com.au/foesnow/foefoe.html** and to be quite honest it's a bit of a disappointment. There's not much in the way of ecological issues here, it tends to concentrate more on the political side of 'green' issues. Having said that, the site does have a really good library service, acting as an information base covering CNN and ABC news, and you can even log on to see what's on TV tonight! Not very green (except in the vile colour of its backgrounds) but pretty useful in its own way. Just like the Planet Earth page, you can also join the organisation via email.

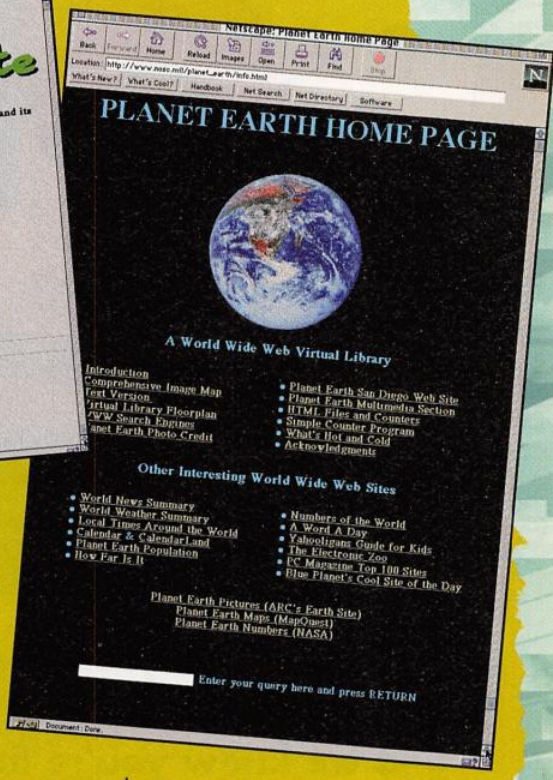
NASA Online Educational Resources

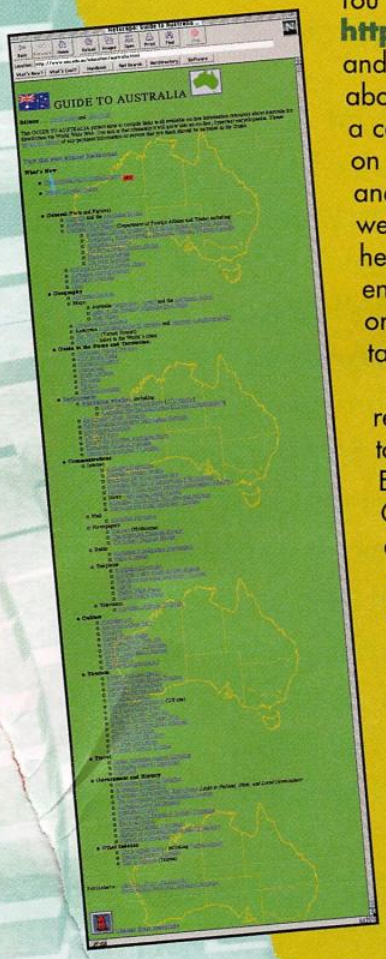
By the time you've ploughed your way through all the gloom and despondency of the 'environmental action' pages you'll probably be wondering just what the future has in store for us all. Judging by the way we're going, there won't be all that much left here on Planet Earth in a hundred year's time so you might want to check out this NASA run page. You'll find it at **http://www.gsfc.nasa.gov/nasa_online_education.html** and it gives a glimmer of hope that if we do

site of the month

http://www.nosc.mil/planet_earth/info.html

Statsite
Australia At A Glance
Hotmap to summary statistical information about Australia and its States and Territories.

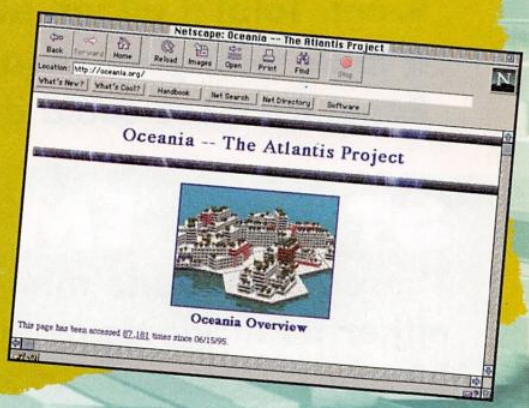

PLANET EARTH HOME PAGE
A World Wide Web Virtual Library
Other Interesting World Wide Web Sites
Enter your query here and press RETURN



You'll find our site of the month at **http://www.nosc.mil/planet_earth/info.html** and it includes everything you could ever wish to know about the world we live in. Every country is included with a comprehensive guide giving you extensive information on population expansion, the history of the countries and there's always a detailed map to look at too. As well as all the physical information, you can access heaps of hard facts on the current state of the environment with plenty of reports that are usually from government organisations. You can also go area-specific if you need to know local info rather than taking the nationwide viewpoint.

You'll find some excellent reports on environmental issues, and when you log on you must read about the Atlantis Project. This is an interesting piece of work on a proposed project to build a 'floating city' in the Caribbean, which will exist as the first sea-city in the world. Eventually, the people responsible want the island to become an independent state called Oceania! Yes, I know it sounds completely insane but the report is really well thought out and there's a pile of plans and images to download, ranging from the initial plans of the island to detailed artists' impressions of the buildings.

All in all, the Planet Earth Homepage is one of the most helpful and informative sites I've come across. It's really easy to access and all the information is laid out in a logical way. Rather than just concentrating on being a 'Green' site, this one is more of a huge information base, giving you up to the minute info on any country that you wish to know about. It's perfect for students at college and people who want to travel as it's updated regularly and also holds many links to other sites. Ah, if only all net sites were as well designed as this...



stuff the planet up completely then we might have a second chance on another one! Check out the Atlas of Mars and find yourself a nice little plot for your new 'home from home' or you can read up on all the latest missions and research. A lot of this site is pretty dry and heavy-going but there's plenty to interest the casual browser as well.

There are several image galleries to choose from that cover everything from "Neil Armstrong: The Early Years" to shots of some of the latest shuttle launches. Most of the stuff you'll find on the galleries is downloadble too.

Also of interest is the "Orbital Settlements" feature that'll show you everything you need to know about life on a future space station. It may not be as far into the realms of science fiction as you might think and at this link you can check out the latest design ideas, costings and plans for our orbital future.

worth a look

Greenpeace International: http://www.greenpeace.org/

Caribbean Conservation Corporation: http://cccturtle.org/

Chernobyl 10 years on: http://www.uilondon.org/chernidx.html

The Anomalist: http://cloud9.net/~patrick/anomalist/

coming soon

As Mrs Claus dusts off the old red suit once again and warms up the old man's pixies, we take a trip through the world wide web of all things Christmassy next month as the big day approaches.

BORN TO SH

You've asked for it, so here it is. We've been swamped with letters asking us for NMS goodies to buy. Here at NMS, we love to waste our cash on stuff every now and then, and we know you're the same. So we've got together a fantastic pile of NMS merchandise for you to buy. It's exclusive to NMS Australia so if you don't get it here, you won't get it at all. Have a quick look then fill in the form opposite with what you want. Total it all up, fill in the form and send it to us with your cheque/ money order. Easy! Even Les could do it!

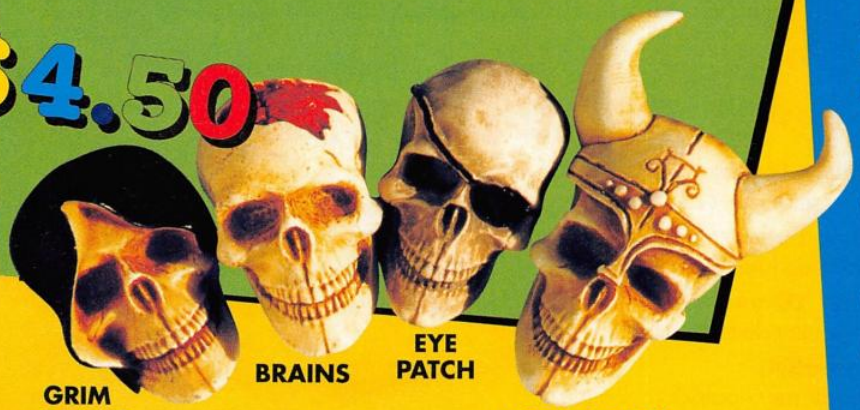
THE SHIRT OFF YOUR BACK!

Buy one of these great new NMS T-Shirts and you'll be the envy of the planet! Whether you go for a cool NMS shirt or an in-yer-face full colour Skull one, everyone'll know you mean business! Both shirts are white cotton and come in medium and large sizes. $16.50 for NMS Shirt $21.50 for Chill Out! Shirt

STICK 'EM UP!

These hand-made mini Skulls come either as magnets or on a metal keyring. At about 3.5cm high, they may be small but they're guaranteed to put the frighteners on anyone! $4.50 each for a magnet or a keyring. Please state which type and design you want.

$4.50



GRIM REAPER

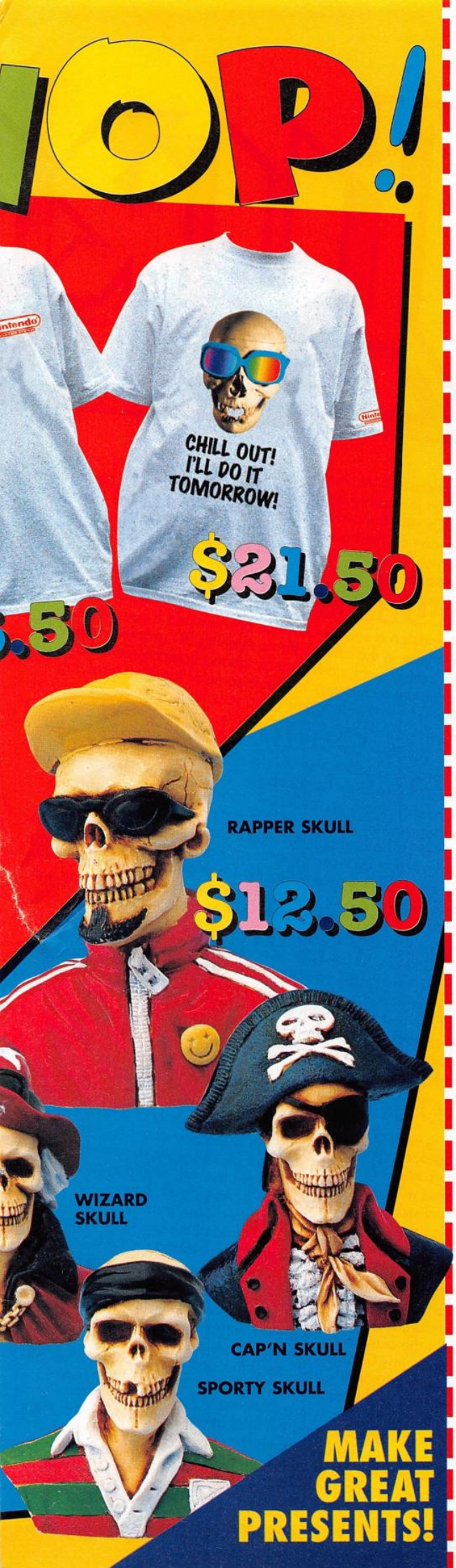
BRAINS

EYE PATCH

HORNY DEVIL

GET A HEAD!

Hand-made and hand-painted, these model Skulls are just the thing to liven up your life. They're about 6cm high so they'll fit just about anywhere you want to stick 'em! There are 4 great designs up for grabs this month so start your collection here. $12.50 each.



More money than ¢ent$?

... then use this form to order your heart's desires! But make sure you fill in all the details and include your name, age and address. Then cut out (or photocopy) the form and put it in an envelope along with a cheque/money order for the total amount of your order and send it to the address below. – You don't even have to add anything for postage and packing!

T-SHIRTS	Price	Quantity	Total Cost
NMS Shirt Medium	$16.50		
NMS Shirt Large	$16.50		
'Chill Out!' Shirt Medium	$21.50		
'Chill Out!' Shirt Large	$21.50		

SKULL MODELS	Price	Quantity	Total Cost
Rapper Skull	$12.50		
Cap'n Skull	$12.50		
Wizard Skull	$12.50		
Sporty Skull	$12.50		

MINI-SKULLS	Price	Quantity	Total Cost
Brains Skull Keyring	$4.50		
Brains Skull Magnet	$4.50		
Grim Reaper Skull Keyring	$4.50		
Grim Reaper Skull Magnet	$4.50		
Horny Devil Skull Keyring	$4.50		
Horny Devil Skull Magnet	$4.50		
Eyepatch Skull Keyring	$4.50		
Eyepatch Skull Magnet	$4.50		

Make your cheque/money order out for this amount. **GRAND TOTAL**

(Prices include postage and packing)

Name: _____ Age: _____

Address: _____

_____ Town/City: _____

State: _____ Postcode: _____

Phone: _____

Please allow four to six weeks for delivery. Orders may be delayed if not clearly marked 'NMS Shop'. Proof of postage of your cheque/money order is not necessarily proof of receipt by the Publisher who cannot be held responsible for orders or goods lost in the mail. The representations of goods on this page are only illustrative, and the actual products may differ from the illustrations. The Publisher reserves the right to replace items ordered with those of a similar design and/or quality, depending on availability.

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8001

TUROK
DINOSAUR H

Ever since the release of Wolfenstein and Doom, first person shooting games have been incredibly popular, particularly on the next-gen consoles and PCs with the arrival of Duke Nukem and Quake. Now there's another one on the horizon in the form of Acclaim's first offering for the N64 which looks like it could well eclipse the rest: the mighty **Turok: Dinosaur Hunter**!

CAPTURE THE MOMENT

We got our hands on a sneaky advance preview and it caused an absolute storm here in the office with its stunning 3D graphics and 100% rendered characters. Turok's developers, Iguana Entertainment, have used motion capture technology to create some of the most terrifying creatures ever seen in a videogame. And you thought Doom was scary!

ON THE CAMPAIGN TRAIL!

The Turok character is taken from Acclaim's comics while the story is based on the old Gold Key Comics book 'Turok: Son of Stone'. You'll take on the role of Turok, an ancient warrior who's been transported into another dimension where past, present and future collide. Your mission is to stop The Campaigner who's created an army of 'Bionosaurs', a cross between cyborgs and dinosaurs, from controlling time and space with a device called the Chronosceptor. You see, only Turok knows that the device is a bit of a Friday afternoon job and will only succeed in destroying the universe when it's activated!

WALK THE DINOSAUR!

The first thing that grabs you about the game is the sheer size of the levels and the freedom of movement that Turok has. The lush, green jungles of the Lost Land make for a great setting as our hero climbs, runs, jumps and even swims through the environment. Apparently it's important to master all of these skills to seek out all the secret areas in each level.

CHOOSE YOUR WEAPON

According to Acclaim, the game will feature plenty of different landscapes, ranging from cities high in the tree-tops, futuristic building complexes as well as the jungle areas we've already seen. Each area will be totally different from the rest, requiring an individual style of play to complete it. As with all shoot 'em ups, there's a heap of different weapons to choose from, starting with the trusty low-tech bow and arrow to get rid of the smaller baddies to the riot shotgun and grenade launcher for taking on the big fellas!

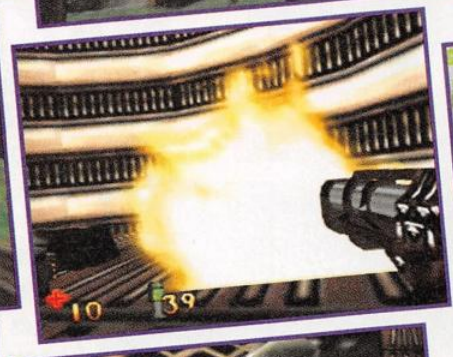
SURE-FIRE WINNER!

Turok first came to life in the form of a comic book hero way back in the 50s, and to coincide with the release of the game in the States this Christmas, Acclaim are re-launching the comic book with completely new storylines and characters. From what we've seen of the game, it looks like the boys at Acclaim are on to a winner. The superb storyline of Turok works really well with the 3D graphics and the total interactivity couple with the N64's superior running capabilities will provide the perfect engine for what could be a landmark game. So keep your eyes open for more info as it comes in...

TUROK
DINOSAUR HUNTER

NINTENDO 64 PREVIEW

CHECK OUT OUR EXCLUSIVE INTERVIEW WITH IGUANA ENTERTAINMENT. ONLY IN NMS IN JANUARY.

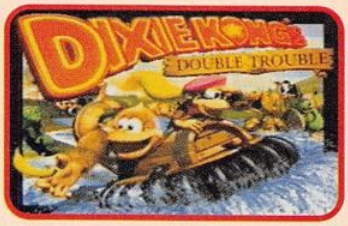


GAME DATA

- GAME: TUROK: DINOSAUR HUNTER
- BY: ACCLAIM/IGUANA
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP/ ADVENTURE
- PLAYERS: TBA

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Rare
- **PREVIOUS RARE TITLES:** Donkey Kong Country, Diddy's Kong Quest, Killer Instinct
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** November '96
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** 5
- **OPTIONS:** Music, Language

GAME INFO

- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Got the Hovercraft from Funky Kong
- **ALTERNATIVES:** Diddy's Kong Quest, Yoshi's Island

GAME CONTROL

- **RESPONSIVENESS:** Superb!

A — Team up/Use Ellie's trunk/ Throw balls in bonus games/ Jump off vehicles

B — Jump/Fire characters from barrel/ Make Squawks fly higher/ Enter family rooms & shops

X — Jump off animal friend/ Honk vehicle horn

Y — Attack/Dixie's Helicopter Spin/ Pick up barrel/Speed up/ Throw partner when teamed up

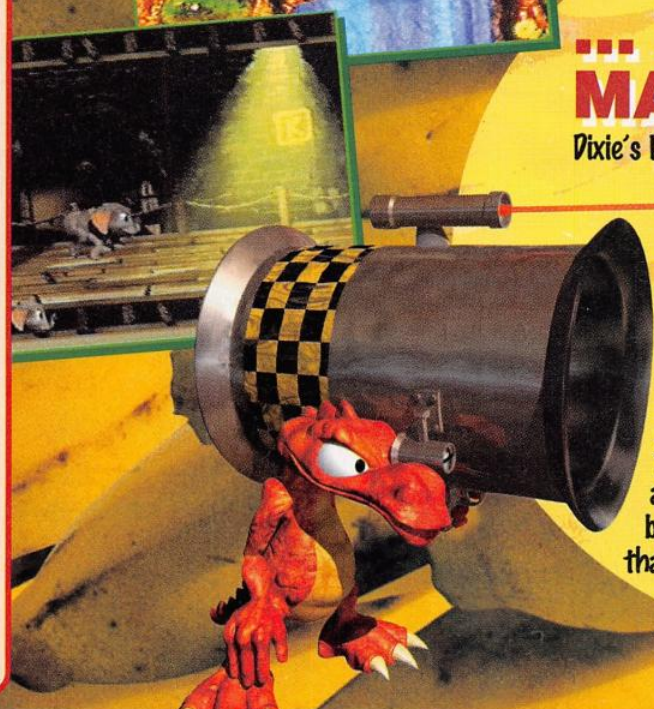
L/R — Spin Squitter's platform web/ Fire barrel side thrusters/ Suck & blow with Ellie's trunk

S — **Start:** Start/Pause **Select:** Switch apes or players

DIXIE KON

DOUBLE TI

I suppose it had to happen. After the runaway success of Diddy's Kong Quest, Rare have really pulled out all the stops with Donkey Kong Country 3 - Dixie's Double Trouble. Starring the world's most desirable chimp and a brand new character in the shape of Kiddy, the game looks like it's going to stretch the boundaries of 16-bit gaming even further than anyone thought possible!



... AND KIDDY MAKES 3!

Dixie's Double Trouble is the third of the Donkey Kong Country series and features Diddy's girlfriend Dixie as the star of the show. But instead of being partnered with her old boyfriend, she's got a new team mate in the form of a bulky young chimp called Kiddy Kong. The big guy comes in very handy during the game as he can use his immense weight to break through holes in the floor to find bonuses, and he even rolls along the ground like a barrel to see off the barrage of bad guys that'll come your way!

HELP! I NEED SOMEBODY...

As with all the Donkey Kong games, there's plenty of help around when you need it. Cranky, Wrinkly, Swanky and Funky Kong are all on hand to give you some good advice or maybe just to save your game. Some of the animal helpers from DKC2 have also been included in the sequel. Enguarde the Swordfish is back on the sea-based levels, providing you with extra speed in the water, and Squitter the web slinging spider is in there too. Look out for Squawks the Parrot and Rattly the Snake who also make guest appearances in the new game.

ROOKIES & VETERANS

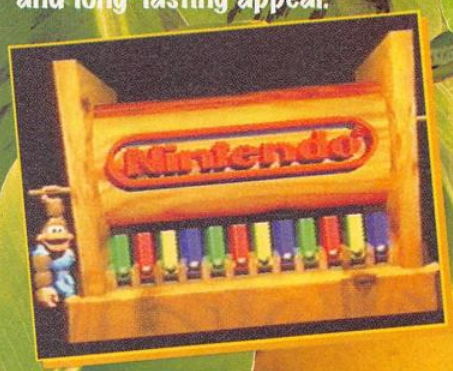
Along with the group of hardened veterans, DKC3 features some great new characters to aid our hairy heroes. As Rambi has gone into retirement, Dixie and Kiddy have hired the imaginatively named Ellie, a baby elephant, to help them across their new environment. There's also a new selection of birds and bugs who can be used as platforms, as well as new underwater enemies like the barracudas and the clown fish.

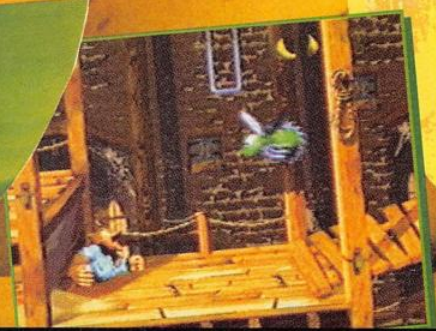
FROM THIS...

Ever since the first Donkey Kong games came out on the NES, these loveable apes have been among the most popular gaming characters in history. Donkey Kong first came to fame during the early '80s and his early platform antics are now considered classics. Then all of a sudden he disappeared and everyone thought that ol' Donkey's time was up. Until Rare got hold of him, that is. They looked at the old character and re-worked him, bringing him bang up to date with smart new rendering and ACM graphics. The end result was Donkey Kong Country, a game which changed every game player's expectations of the SNES. At last, here was a 16-bit game that wouldn't look out of place on a PC or other high-end games consoles with its silky smooth animation and incredible graphics. The ape was back with a vengeance!

TO THIS...

After all the praise and critical acclaim for DKC had died down, the guys at Rare really went to town on the sequel! Diddy's Kong Quest saw Donkey Kong taking a break from the action while young Diddy Kong took over. Along with his girlfriend Dixie, they managed to make a great game even better with sharper graphics, faster animation and more complex gameplay. The fact that we get more letters on DKC2 than any other platformer is proof enough of the game's quality and long-lasting appeal.





HERE COME THE KREMLINGS!

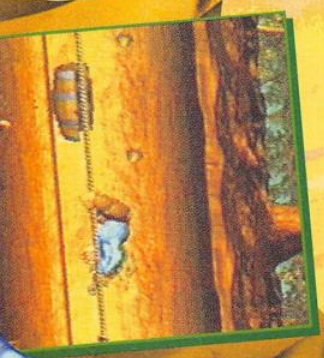
Well, no Donkey Kong game would be complete without the Kremlings, and Donkey Kong 3 is full to bursting point with the scaly scoundrels. As well as plenty of the old pros from DKC2, whole new kinds of Kremling are there to be discovered, from bazooka wielding maniacs like the Krems to old favourites like the Krunchas and the king sized Zingers, there's enough in here to test your gameplay skills to the very limits!

TO THIS!!

So what about DKC3? Well, after the evil K Rool was defeated in the previous game, everybody on Kong Island thought that life would get back to normal. But as the saying goes 'hell hath no fury like a Kremling scorned', and the rampaging reptiles are back for a third helping! There's no sign of K Rool though, but a mysterious character called Kaos is rumoured to be calling the shots. Other new faces include the Brothers Bear, who run the new shops which are dotted around the island and now our two heroes have some new vehicles like the hovercraft to help them over the rough terrain!

WHO'S THE BOSS?

It's not just the courses and the villains that have changed, the new bosses in the game are some of the most fearsome you'll ever see! They're a lot bigger than before and you'll find them much harder to beat as the artificial intelligence has been improved no end. For a start there's Arich the spider, a terrifying eight-legged fiend who spits acid and comes crashing down on you from above. And if you thought that barrels weren't dangerous then take a look at Belcha, the king-sized barrel from hell with an enormous appetite for bugs. He always winds up eating way too many and lets out an ear splitting belch every time he swallows another bug!

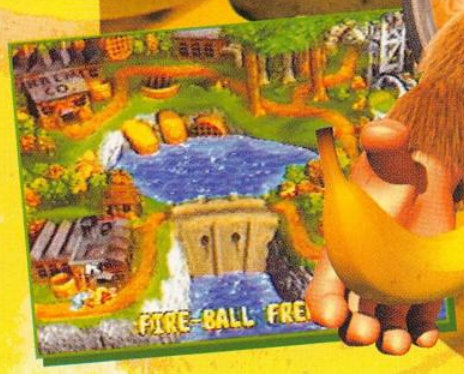


JUNGLE FEVER

As usual, Rare have surpassed even their high standards when it comes to the graphics and backgrounds, creating the most realistic landscape ever seen for our pair of marauding apes. From the snow-capped mountains to the steaming jungles, everything scrolls smoothly and the closer you look, the more detail you'll notice. Other game features like Swanky's bonus tent have been re-worked, giving you the chance to compete in special bonus games like target shooting as well as just answering questions.

FEEL THE NOISE!

Let's face it, most gamers don't take that much notice of soundtracks, but the music and effects on DKC3 are well worth turning up the volume for. Clear and crisp music has been combined with thousands of other sound effects to create one of the most amazing soundtracks you'll ever hear from a SNES game. None of the classic gameplay's been left out either. Dixie and Kiddy can still perform those special team moves to get to the hard to reach areas, and you'll find that one character may be better on a certain level than the other, but it's up to you to experiment and find out who to use and when.

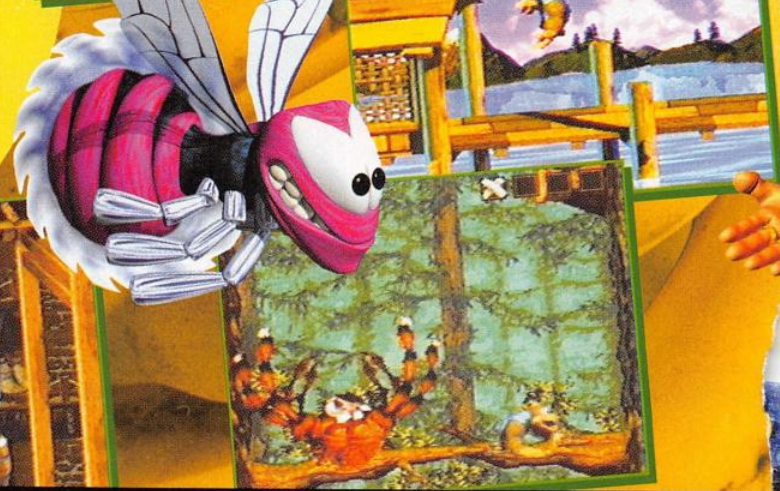


WHAT A BONUS!

From what we've seen, DKC3 is way out in front when it comes to gameplay. As well as all the usual bonuses like barrels, bananas and extra lives there are also a few special items to collect. For instance, at the start of the game you make your way across the island in a small boat. You won't be able to gain access to certain areas at this stage because of some massive boulders lying in the water, but if you manage to pick up the right special item (no, we're not telling you which one!), Funky Kong will make you a hovercraft that'll let you negotiate the rocks with ease, allowing you to explore yet unseen areas of the Kongs' world!

JUNGLE MIX

All the backgrounds have been re-worked too, with even more detail being added to make this one of the most realistic game environments we've seen on the SNES. Lush green jungles combine with cascading waterfalls and dingy wooden huts full of villains. And if you thought the underwater levels in Diddy's Kong Quest were impressive - then you ain't see nothin' yet!

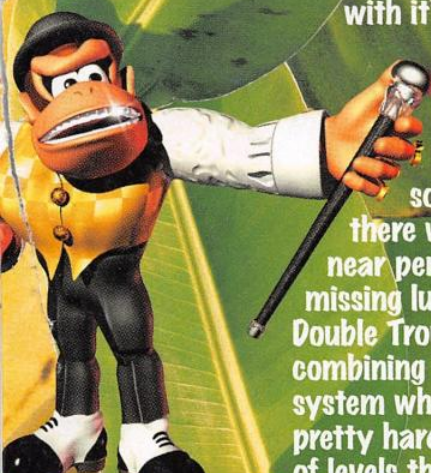


WHAT A HERO!

Remember the special DK Hero coins you collected in Diddy's Kong Quest? Well, they've been included in the new game too, but now they're jealously guarded by an armoured Kremling, and you'll need to figure out how to get rid of him before you can get yourself into Kranky's Hall of Fame again!

COMMENT - LOU

This is probably the best looking SNES game I've seen. Sure, the graphics look incredible on the page but nothing can prepare you for seeing them when they're moving on the screen! Sound-wise, the game is absolutely flawless, with multi-layered sound effects being placed over catchy pieces of music. But as we all know, it's gameplay that really matters and Dixie's Double Trouble really does deliver the goods. Superb character control combines with clever gameplay to put this up there with it's predecessors. SNES game of the year? Absolutely!!



COMMENT - WILL

Sometimes it's really nice to be wrong about something! After seeing Diddy's Kong Quest I thought there was no way Rare could improve on what I considered near perfect graphics and gameplay. So, it looks like I'll be missing lunch yet again as I've already eaten my words! Dixie's Double Trouble is without doubt the best SNES game of the year, combining those stunning rendered graphics with a gameplay system which is as close to perfect as you can get. You'll find it pretty hard at first, but once you've got through the first couple of levels the game is at least as good as DKC2, if not better!

REVIEW

ER NINTENDO

TAINMENT SYSTEM

AKDOWN

EGY
ENGE
EXES
INALITY

LOW | FAIR | GOOD | HIGH

ONG-TERM INTEREST

HOUR
DAY
WEEK
MONTH
YEAR

LOW | FAIR | GOOD | HIGH

GRAPHICS

▲ Sometimes you'll forget that you're playing a SNES game – the graphics are so detailed and smooth.

97

SOUND

▲ Even if you're not a fan of the game's music, the sheer quality of the sound effects is excellent!

92

PLAYABILITY

▲ Like all its predecessors, this Donkey Kong game just gets better and better the more you play it.

97

LASTABILITY

▲ As well as being playable, DKC3 is also one of the toughest platformers around at the moment, so you'll have to spend some time on it to crack all those secrets!

98

OVERALL

Simply stunning! Dixie's Double Trouble is an absolute must-buy for platform fans with its gorgeous graphics and complex gameplay. Prepare to be amazed by Rare yet again!

96

PLAY GUIDE

BEST JOB IN

SOMETIMES WE THINK WE'VE GOT THE BEST JOB IN THE WORLD! AFTER ALL IT'S NOT EVERYBODY WHO GETS PAID TO PLAY THE GREATEST VIDEO GAME EVER CREATED! IT'S BEEN TWO MONTHS SINCE WE REVIEWED SUPER MARIO 64, BUT IN THAT TIME LOU'S BEEN HARD AT WORK PRODUCING THE DEFINITIVE PLAYGUIDE. WE'LL BE GOING THROUGH THE GAME ONE COURSE AT A TIME IN THE RUN-UP TO THE MACHINE'S RELEASE IN THE NEW YEAR SO THAT BY THEN YOU OUGHT TO BE ABLE TO TACKLE THE FIRST FEW STAGES WITH EASE. THIS MONSTER OF A GAME HAS 15 MASSIVE WORLDS IN ALL, SO LET'S GET CRACKING!

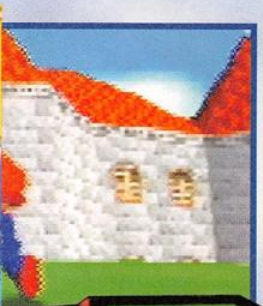
When the president of Nintendo Japan claimed that Super Mario 64 would be "the greatest videogame ever made", it wasn't just idle talk. Since its release in Japan the gaming world has been stunned by the quality of the graphics and gameplay, and once you guys get your hands on it you'll know exactly what all the fuss is about!

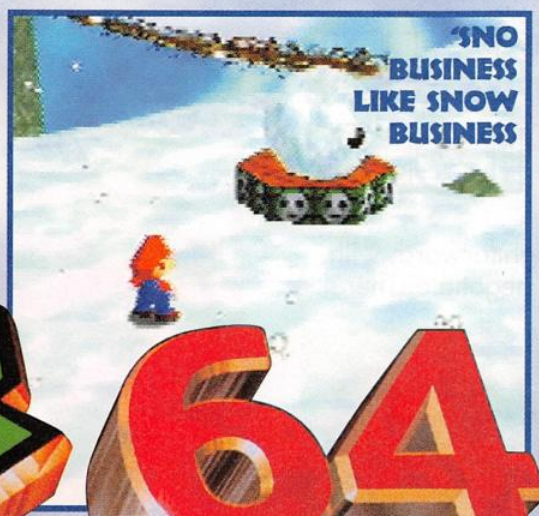
WHAT DO YOU MEAN YOU DON'T WANT INSURANCE!!

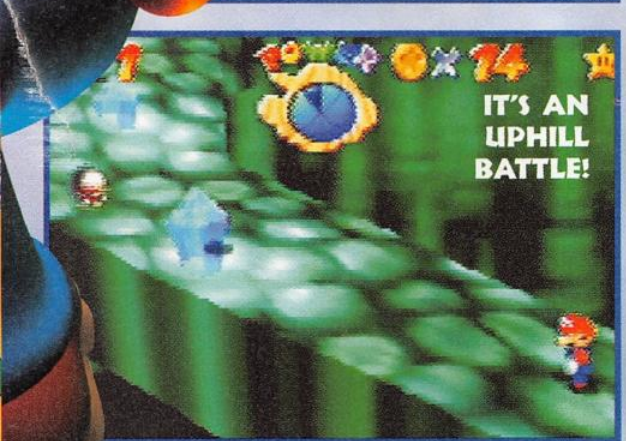
One of the best things about the game is that you have total freedom of movement. You can go exactly where you want when you want to (providing you can pay your way in stars, of course!). But Mr Miyamoto and his crack team of developers now have a console that's powerful enough to let their imaginations run riot, as Mario can explore his 3D levels, roam around the castle grounds, check out Princess Toadstool's castle, swim in the sea or fly through the air! Brace yourself – this is the game to end all games!

THE WORLD!

PLAY GUIDE

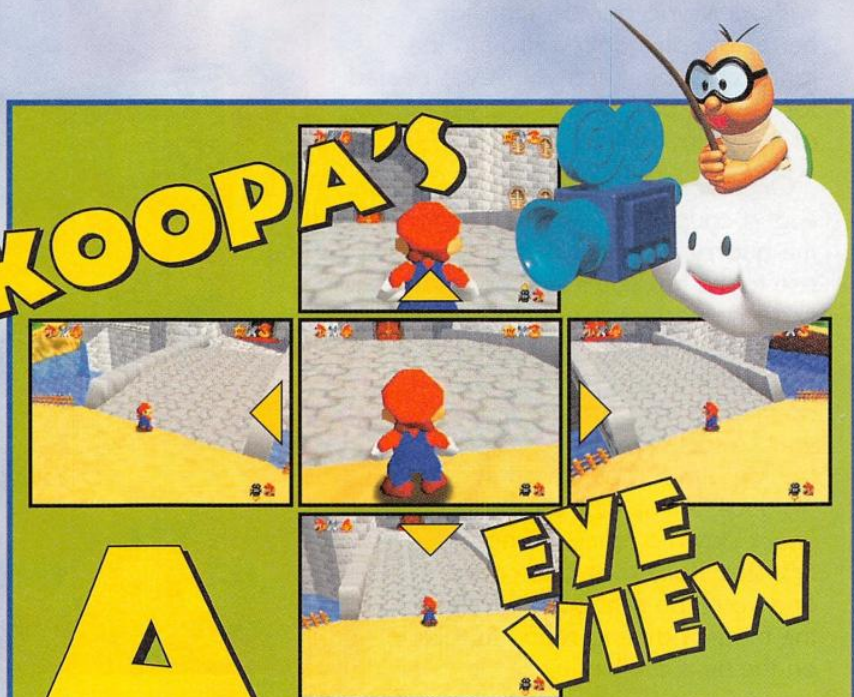






As you work your way around the rooms in the castle you'll have to collect stars and defeat the bad guys to progress to harder and more impressive levels. Just when you think you've seen all that the little grey cart can throw at you, you'll be transported to another stage of breathtaking puzzles and environments. You'll need to master all of Mario's new movements to make your way around, not to mention some clever use of the camera angles (see below). Whether you're running, jumping, crawling, swimming or climbing, the chubby plumber's movement and agility is better than ever before. Take your time and master the basics then you'll be ready to take on all comers.

KOOPA'S A EYE VIEW

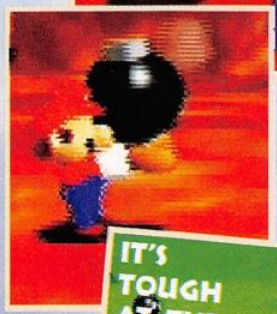


At the very start of the game you'll notice a strange looking character floating on a cloud, armed with a camera. He's quite a helpful little chap, as by pressing the yellow C Buttons on the right hand the side of the controller he'll alter the way you view the game. This isn't just a pretty cosmetic effect either. On some levels altering your viewpoint of the game can make a tough task much easier. For instance, if you're trying to shuffle along a narrow ledge, isometric 3D's not much help. You need to be in close, looking over Mario's shoulder to see what you're doing. Alternatively, if you're battling Bowser, you'll only make things more difficult with a close up camera angle, no matter how impressive it looks! It's easier to view from a distance and make full use of the playing area. So it's best to experiment with the camera angles on these opening levels to see which ones suit you best, as well as helping you look around for hidden power ups.

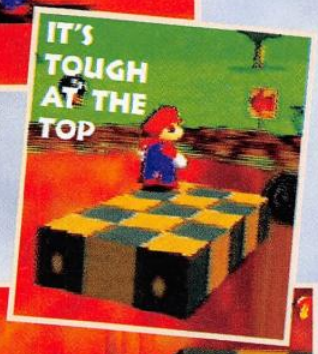
BOB-OMB B

1 CHAIN REACTION!

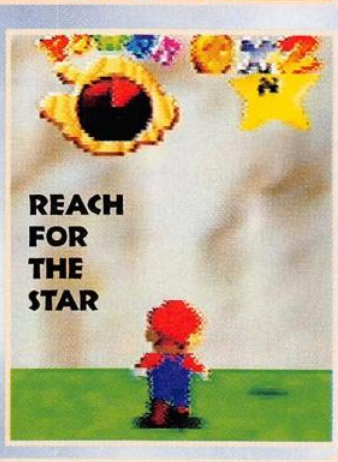
The first world's pretty straightforward, with no really tricky hazards to negotiate. There are heaps of creatures wandering around Mario's new environment and some of them are approachable while others need to be avoided. To find out whether they're friend or foe, just go towards them and press the punch button. If they're good guys, you'll start up a conversation with them, if not they'll just get a smack in the mouth!



Most of the bad guys on this level are relatively harmless and just there for you to practice bouncing on. As with all Mario games, there are heaps of coins dotted around the landscape, but keep your eyes peeled for the red ones which are worth five of the yellow ones.



Once you've had a quick run around you'll spot a couple of revolving platforms inside the quarry. Jump on one of these and as you rise to the top you'll see the Chain Chomp tied to a post. He's not too happy about his situation and he'll attack you at the first opportunity. If you bounce on the post four times you'll knock it into the ground, freeing him to bounce off into the distance. As he flies off, he'll knock down a fence hiding the first star. Race over and collect it and you'll be sent back through the magic painting ready to take on the next challenge.



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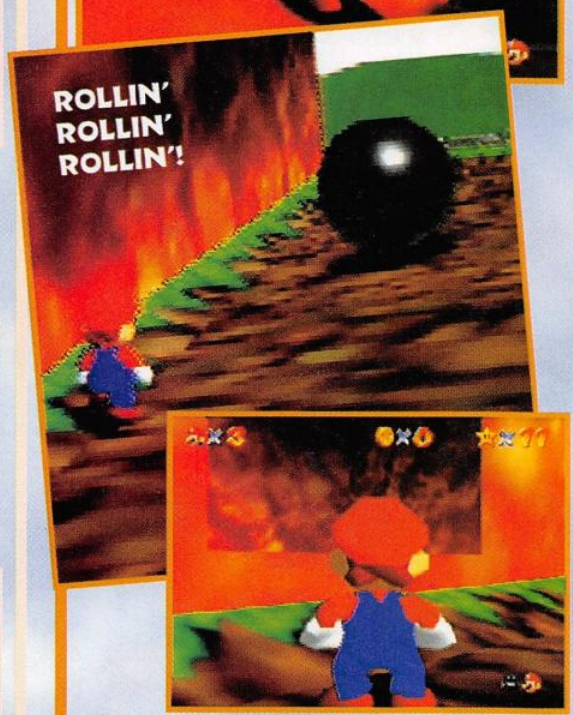
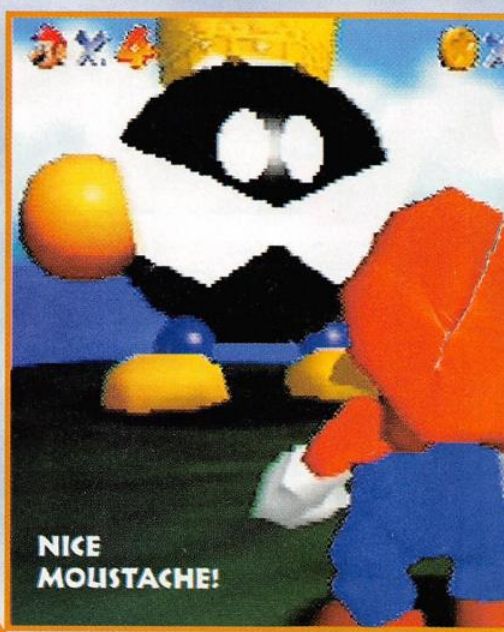




ATTLEFIELD

PLAY GUIDE

BOUNCING BOB-OMB

After leaping through the painting again, your quest for the second star sees you re-tracing your steps over the first course, but this time you've got to work your way up the mountain, avoiding the enormous cannonballs rolling down the path. You can negotiate your way right up the path by jumping over the cannonballs or clinging to the wall to get out of their way. If you want to make life easier though, you can always jump into the first of many Warp Zones hidden throughout the game. About half way up the hill, you'll notice a small recess in the side of the mountain. Just jump inside and you'll be zapped up to the top to face the game's first boss: the Bob-omb King.

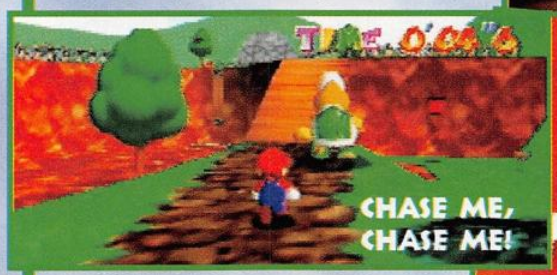
Normal punches and bounces won't affect old Bombo, so you'll have to run round the back of him, pick him up and throw him as far as you can. Three good throws should see off his nibs and he'll reward you with your next star.

3

QUICK, QUICK, SLOW!

Back into the first course again and you'll meet Koopa the Quick who'll challenge you to a race to the top of the mountain.

In this level there's no point trying to follow the Koopa as he uses a path that you just can't get to, so you'll just have to use the same route you used in the previous level. Don't worry though, the big guy's not that fast and as long as you take it easy and use the Warp Zone you should get to the top first, where Koopa will reward you with your third star.



CANNON FODDER!

Now you have the first three stars you should be able to enter the next world, but remember, there are still three other stars to collect in the opening world. But to get these you need to figure out how to use the hidden cannons. All you have to do is approach one of the pink Bob-omb Buddies next time you're on the course and speak to them nicely. Once you've had a cosy little chat, they should have activated all the cannons on the level.

BOB-OMB B

4 SEEING RED!

On your journey through the course you'll have noticed a few red coins lying around. As well as keeping you good and healthy they're also the key to finding a star.

There are eight coins to every level and once you've picked up all eight, a star will appear out of nowhere! Easy!

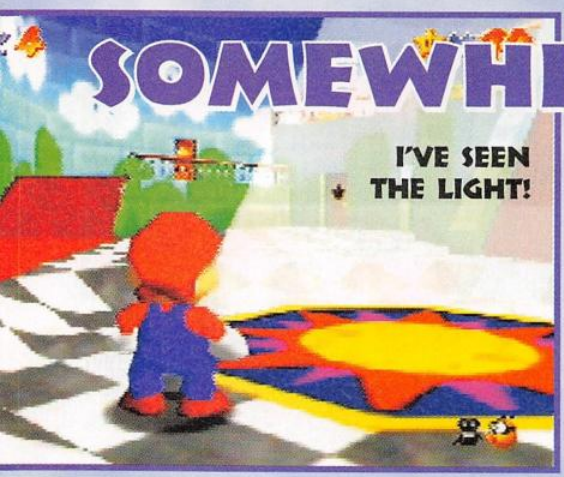
5

To get this star you'll need one of Mario's special Winged Caps. Follow the instructions below carefully and you should be able to find one with ease.

Just jump up and hit one of the red boxes to make it explode and reveal your flash new headgear.

Once you've found your cap, run to the nearest cannon and angle it to power you up to the island floating in the sky. On the island you'll see a yellow box that contains the next star.

SOMEWHERE OVER THE RAIN



On your travels you'll have noticed loads of transparent red boxes all over the place. These hold Mario's Winged Caps and you won't be able to get every star in the level unless you figure out how to activate them. Carry on through the game until you've got 10 stars, then go back to the castle where you'll notice a huge beam of light coming down from the ceiling in the middle of the entrance hall. Stand under it, then hit the R button on top of the controller and use the yellow camera buttons to make Mario look upwards. When this happens you'll find yourself flying through a stunning landscape full of huge towers and rainbows. Just fly to the closest tower and flick the red switch to access every Winged Cap in the game!

ATTLEFIELD

PLAY GUIDE N

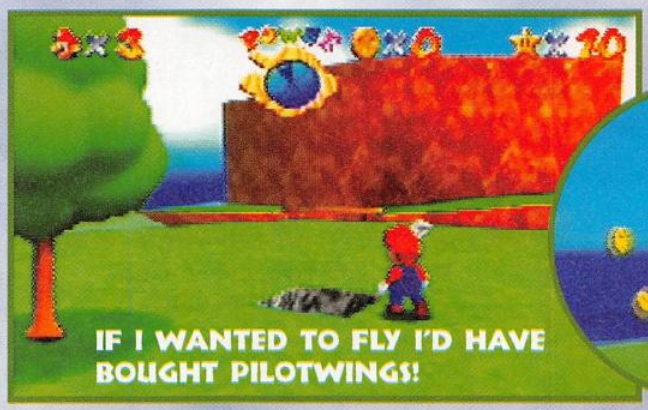
ISLAND IN THE SKY

6 A RING & A PRAYER!

Not surprisingly, the final star in this world is the trickiest to get. Use the flying caps or the cannon to blast your way back up to the floating island.

When you get there, grab yourself a winged cap and enter the cannon by the tree. Aim the cannon for the ring of coins suspended in the air and press fire.

As you go through the first ring, you'll notice three more rings ahead of you. Head straight through the other three and just as you pass the third ring, pull back on the joypad to access another ring which is hidden from view. In the centre of this last ring lurks the final star.



NEXT MONTH...

And there you have it. The full lowdown on Mario's first course, with every available star accounted for and all the playing tips you'll need to get you through and on to the next level. But what else is lurking in Mario's brave new world? Find out next month when we'll be taking you through the perks and pitfalls of the second course – Whomp's Fortress.

SEE-THROUGH BLOCKS WILL BE SOLID SOON ENOUGH IF YOU TAKE THE TRIP OVER THE RAINBOW.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Hal Laboratory
- **PREVIOUS HAL LABORATORY TITLES:** Kirby's Dream Land, Kirby's Ghost Trap
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **TYPE:** Platform/Puzzle

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty levels, Game choice

GAME INFO

- **GAME DIFFICULTY:** Easy to medium
- **FIRST DAY SCORE:** Completed Spring Breeze & beat Dedede on Gourmet Race
- **ALTERNATIVES:** Other Kirby titles, Yoshi's Island

GAME CONTROL

- **RESPONSIVENESS:** Excellent

(A) Swallow/Copy/Create or cancel a helper

(B) Jump/Fly/Ascend in water

(X) Nothing

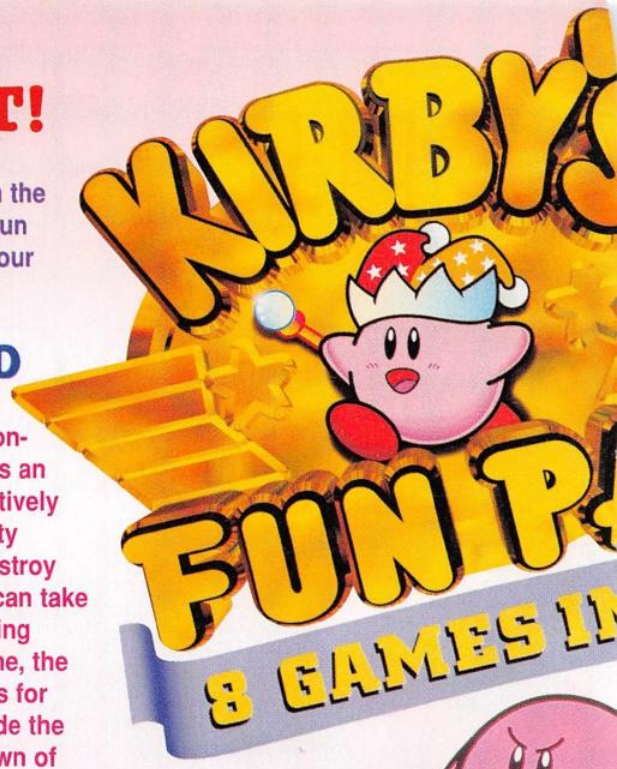
(Y) Inhale/Exhale/Shoot air bullets/Water gun

(L/R) Walk/Dash

(S) Start: Start/Pause
Select: View controls

EAT ALL EIGHT!

That Kirby certainly has a large appetite. Everyone's favourite pink puffball is back on the SNES in a host of new adventures. Kirby's Fun Pak includes eight separate games starring our pink friend, and he's as hungry as ever.



HELPER IS AT HAND

The main hook here seems to be the new 'Helper' feature which allows simultaneous on-screen two-player action. When Kirby inhales an enemy he can also steal their ability. Alternatively he can create a helper who can use the ability instead while Kirby finds new enemies to destroy and copy. If you've a friend standing by, he can take over the helper's role, which can do everything Kirby can. Or if you're playing the game alone, the helper will automatically attack your enemies for you. It's an ingenious little feature that's made the most of in the games. Here's a quick run-down of all of Kirby's new adventures...

RIGHT YOU TWO, OFF YOU GO AND LOOK FOR TROUBLE.

SPRING BREEZE

The first game is clearly designed for beginners. You just have to make your way through the four levels, eating as much food as you can find and defeating your enemies. These include the nasty wicked horrid King Dedede in the final level. But remember, if Kirby gets hurt he'll need food straight away, so always fill him up as soon as you can after a particularly bad fight.

BRRRPPPHHMMFF...

DYNA BLADE

Dyna Blade is the name of the vicious little bird who's destroying all the crops in Dream Land. Stop him at all costs! This level is more complicated than the first one, though the basic gameplay is very similar. The levels are larger however, and there are a lot more of them. There are also hidden switches to find which take you into bonus rooms, giving you the chance to use different abilities. And to make it that bit harder, there's a special route through the levels you have to take.

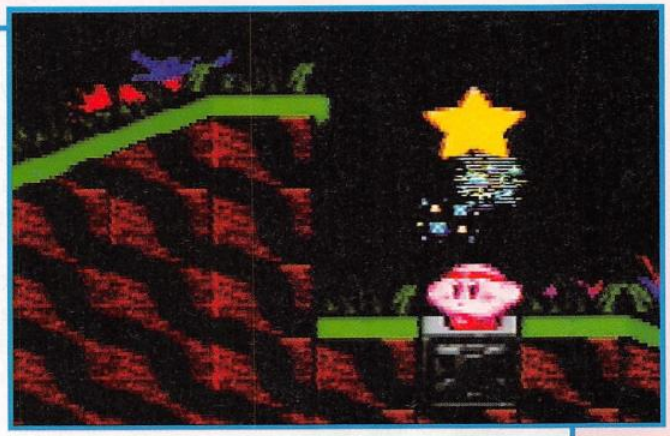
OH SORRY! I THOUGHT YOU WERE A MARSHMALLOW!

GOURMET RACE

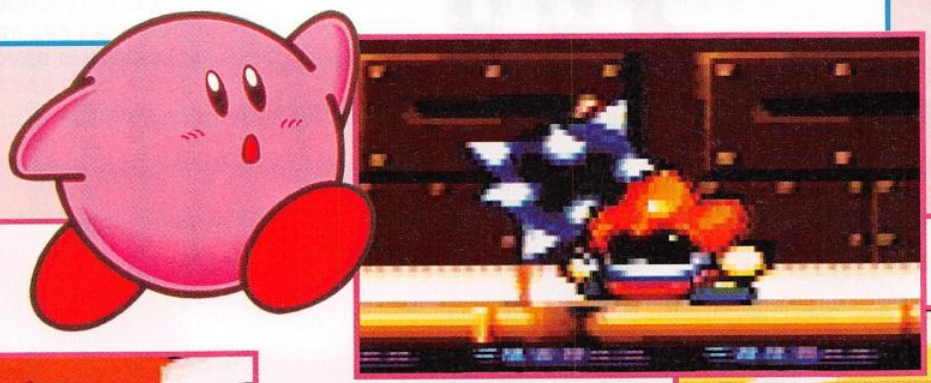
This is a straight race between you and Kind Dedede over three levels through a fruit orchard. The amount of food you eat along the way also counts in the final score, so don't neglect the grub for speed's sake. Press the run arrow twice quickly and hold down to dash.

THE GREAT CAVE OFFENSIVE

Careless Kirby has fallen into a dangerous cave full of treasures. Find your way out of the cave collecting as many of the treasures as you can. Each piece of treasure is worth a certain amount, all of which is added up at the end of the game. Press the X Button after you've picked up a treasure trove to find out it's name, number, and value. You can save your progress on this game by entering 'Save Cottages' at certain points in it, which you can return to later.



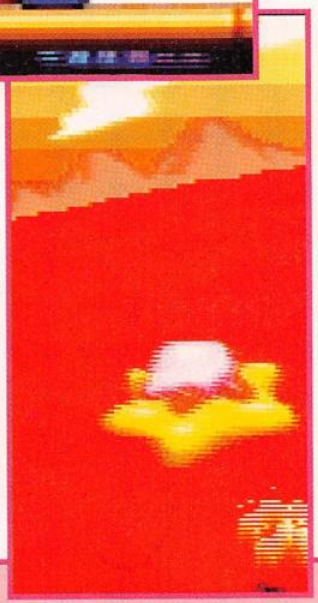
IT'S PINK, IT'S ROUND AND IT SITS OUTSIDE AN OFFENSIVE CAVE. WHAT IS IT?



REVENGE OF THE META KNIGHT

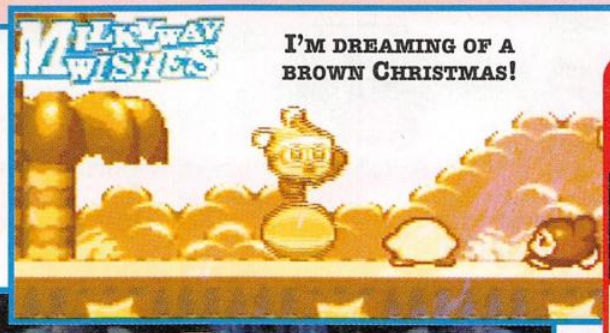
TIME TO CLEAN UP!

Kirby's racing against the clock again in this game, which takes place on Meta Knight's ship. You lose a life if you don't make it in time, but if that sounds harsh, at least you can eavesdrop on your enemies' plans. Their conversations are displayed on screen, and you can scroll down them, so if they're planning to release their lobsters on you, you can get there before they do!



MILKY WAY WISHES

Days and nights have been reversed in Dream Land, and it's Kirby's job to restore order. This game, like some of the others, has to be completed in stages. You can't copy enemies' abilities like you could in the others either, though special items in the game will give you the same abilities if you grab them. And once grabbed, they can be used infinitely.



I'M DREAMING OF A BROWN CHRISTMAS!

WE ARE THE CHAMPIONS!

GIMME MORE GAMES!

There are two sub games in Kirby's Fun Pak: Megaton Punch, and Samurai Kirby. Both are pretty meagre by anyone's standards – they're supposed to test your hand-to-eye co-ordination and your reflexes, but they only succeeded in testing my patience. In Megaton Punch you have to match up some co-ordinates to break the piece of wood more convincingly than your opponent. In Samurai you have to hit any button quicker than your enemy when a mark appears on screen, and er... that's it! Both games have one and two-player options just to make them REALLY exciting!

SAMURAI KIRBY CONDUCTS A LAST MINUTE MEDITATION BEFORE GOING INTO BATTLE

Comment - Will

Kirby's Fun Pak has loads to it, and plenty of surprises, but we've been here before. The Helper option's useful, if a little fiddly (if you're the helper you'll spend half the game waiting for Kirby to create you). To give Nintendo credit, they've created quite a few characters for it, and the games do differ considerably. But there's nothing hugely innovative here... Give it to your kid sister – this one's for dedicated Kirby fans only.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS

▲ Pretty similar to the previous games in the series, but for attention to detail over eight games (well, six of them), it stands up pretty well. Lots of characters too.

86

SOUND

◆ Nothing special, not even really noticeable.

56

PLAYABILITY

◆ Plenty of instructions tend to weigh the game down, and it's all quite samey, but some of the challenges are fun.

80

LASTABILITY

◆ Plenty to occupy, but we guess older players will become bored quickly.

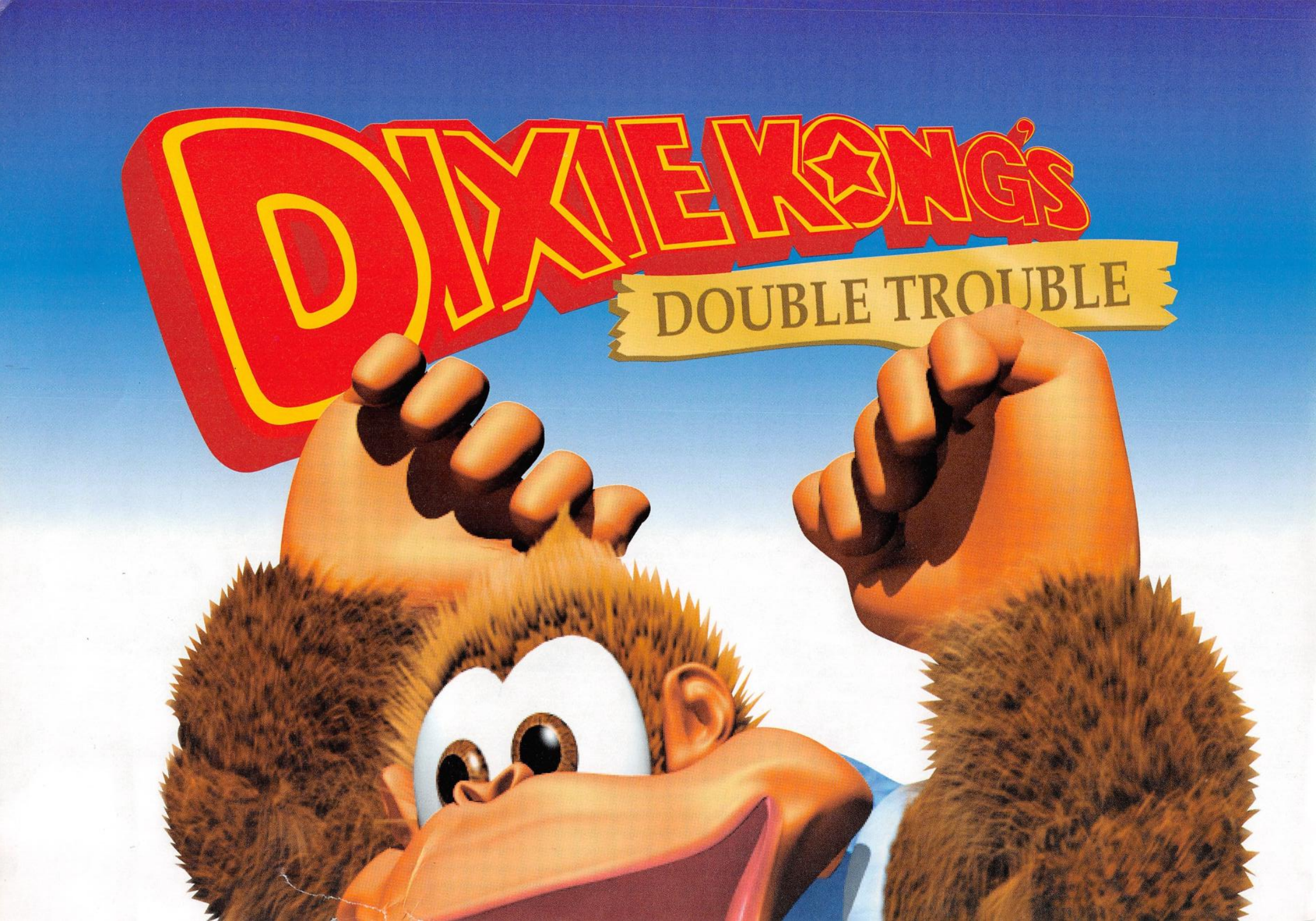
78

OVERALL

A treat for younger players and fans, but for others it holds no real surprises or interest.

79

Nintendo
MAGAZINE SYSTEM


DIXIE KONG'S
DOUBLE TROUBLE

Nintendo®

MAGAZINE SYSTEM

TUROK
DINOSAUR HUNTER

TOO DUMB TO SUBSCRIBE?

Bev is...

...but at least he has his insect collection and bus timetable for company.

It's not too late - Subscribe to NMS now!

Turn to page 67 before Bev has you round for tea!

REVIEW

GAME BOY

DONKEY KONG LAND 2

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Rare
- **PREVIOUS RARE TITLES:** Donkey Kong Land, Donkey Kong Country, Killer Instinct
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** October '96
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** 5
- **OPTIONS:** Language

GAME INFO

- **GAME DIFFICULTY:** Medium to hard
- **FIRST DAY SCORE:** Reached Krazy Kremland
- **ALTERNATIVES:** Donkey Kong Land, Earthworm Jim

GAME CONTROL

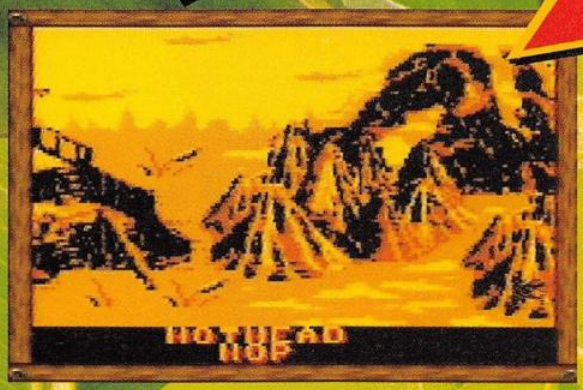
- **RESPONSIVENESS:** Excellent

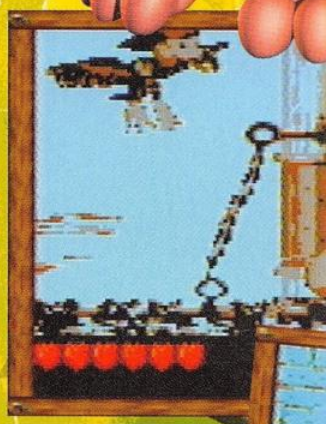
(A) Jump

(B) Run/Helicopter spin/ Cartwheel

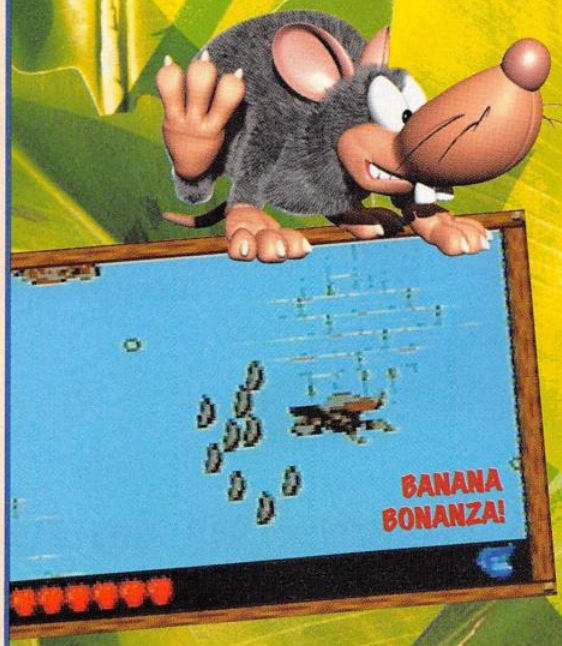
(S) Start: Pause

(S) Select: Switch characters





THE MOST EAGERLY AWAITED GAME BOY GAME OF THE YEAR HAS FINALLY ARRIVED! DONKEY KONG LAND 2 FEATURES EVERYBODY'S FAVOURITE APES IN THEIR QUEST TO FIND THEIR OLD FRIEND DONKEY KONG. SURELY RARE COULDN'T MAKE THIS TALE OF GORILLAS IN THE MIST AS GOOD ON THE PORTABLE MACHINE AS IT WAS ON THE SNES, COULD THEY? WATCH THIS SPACE!

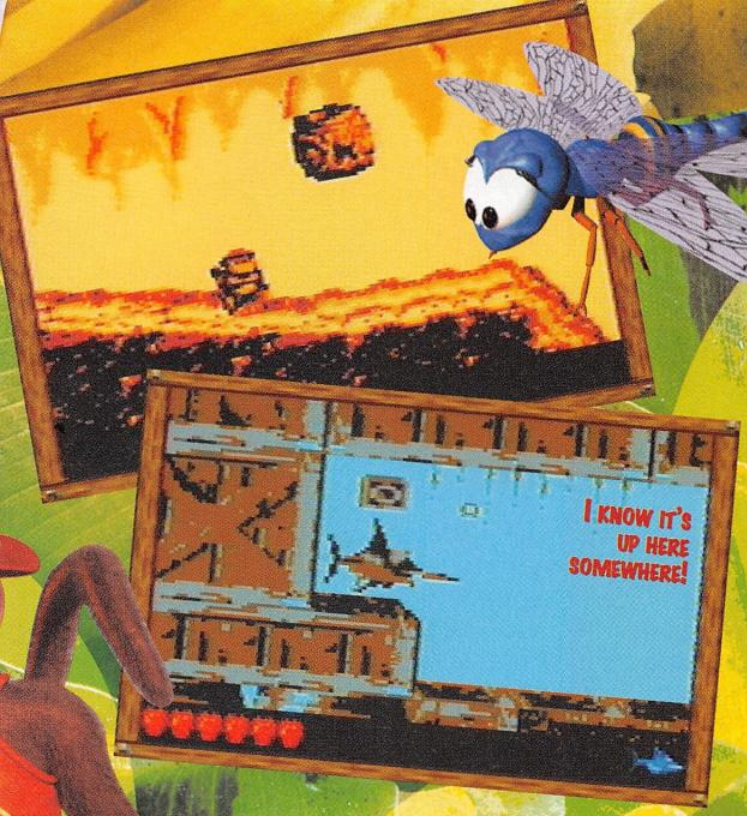


IT'S A BIT OF A SQUEEZE!

The idea of squeezing Diddy's Kong Quest on to the Game Boy is the equivalent of fitting an elephant into a phone box, but as with previous tries it looks like Rare have come up with the goods yet again! While the basic plot and characters are from DKC2, the 8-bit version shows off some new twists to the original courses, and those all-important bonus rooms have been moved!

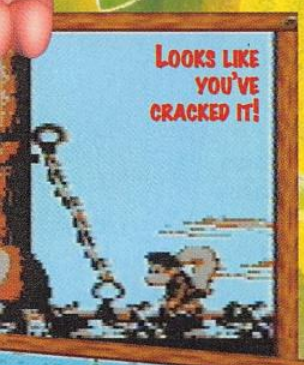
ALL ABOARD!

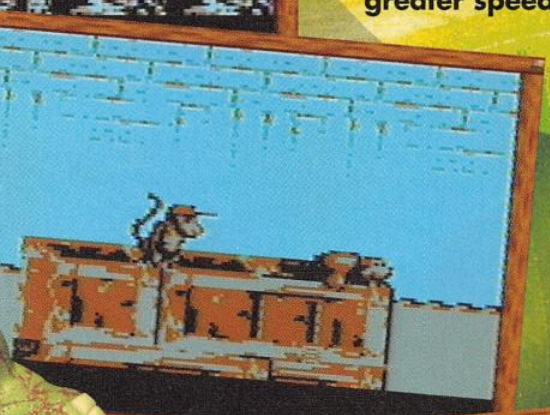
The game itself starts in the same way as the SNES version, aboard a pirate ship where the two best buddies must fight off Kremling pirates and the vicious Zingers that surround the playing area. As usual there are plenty of life barrels to find and some of the animal friends like Squitter the Spider and Squawks the Parrot make guest appearances too. All the classic gameplay elements are there as well, like racing along the rigging collecting bananas and bashing the bad guys as you go. Those clever bods at Rare have also managed to include one of the classic rollercoaster levels complete with animation to leave you breathless!

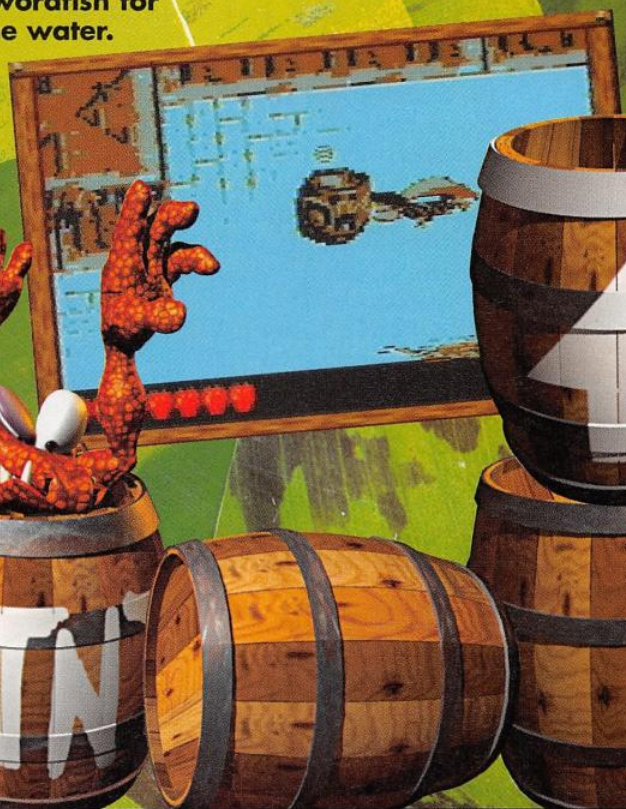


HEATING UP

After finishing the first world it's on to Krem Cauldron, with Diddy and Dixie battling against the elements as well as the Kremlings. The primate pair must cross the deadly lava pools, using the same special balloons found on the SNES cart. The amazing Lava Lagoon level has been included in the Game Boy version too, complete with Clapper the friendly seal who blows into the boiling depths to cool them down for you. Glimmer's Galleon also makes a comeback. The notorious underwater world is similar to the SNES version, but this time instead of having Glimmer to light the way in the gloom, you'll find he's been replaced with Light Barrels, and just to make things easier you can change into Enguarde the swordfish for greater speed and mobility in the water.

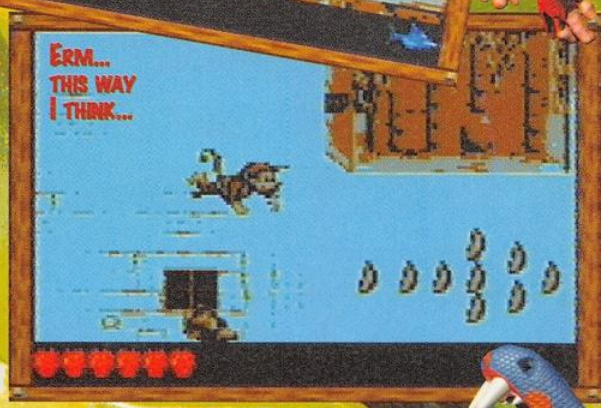






ALL THE FUN OF THE FAIR!

Krazy Kremland was always one of the most popular levels in Diddy's Kong Quest, mainly due to those brilliant rollercoaster stages. This is the Kremlings' fairground, where reptilian ruffians go for a bit of relaxation. The Zingers are back with a vengeance here as well with some fantastic looking bee-hive stages that play as well as ever! All the skills you picked up from DKC2 will be needed here, like clinging to the wall where the honey's been spilt and using Dixie to hover down the shafts whilst looking out for Kremlings. Those tricky bramble levels have made the transition from 16 to 8-bit intact and they're just as frustrating as ever as you use Squawks the Parrot to carefully pick your way through the thorns.



THE WINDS OF FORTUNE

Gloomy Gulch is up next, and this is where the gameplay elements start to vary. In Ghostly Grove you have to make decisions quickly, 'cos the spooky ropes you need to climb disappear after a few seconds. Rare have even managed to include Gusty Glade in the portable version, where the high winds can completely throw you off course if you're not careful. Squitter the Spider also makes a welcome return in the Web Woods level. As the Game Boy has just two control buttons Squitter will only fire his shooting webs at first, but by pressing select you can switch between platform webs and the attack webs.

IT'S A K-ROOL WORLD!

The Kongs' arch-enemy, Kaptain K Rool makes yet another comeback after being defeated in Diddy's Kong Quest. Armed with his huge blunderbuss, he's going to make life pretty difficult for our heroes, as the final confrontation with him is just as infuriatingly difficult as the SNES game. The other levels surrounding K Rool's Keep are similar to DKC2, but some of the courses have been altered and now hold totally new puzzles, obstacles and bonuses.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ The best we've ever seen on the GB. It looks like Rare have concentrated on the characters rather than overdoing the backgrounds – Excellent!

94

SOUND

▲ Well ahead of most hand held games in its effects and music.

94

PLAYABILITY

▲ This includes all the tricks you'd expect from the Rare camp.

96

LASTABILITY

▲ With six worlds, loads of levels and all those secret areas, you'll have your work cut out here!

93

OVERALL

Yet another superb Donkey Kong game from Rare, which manages to mix some ace rendered graphics with a gameplay engine that's second to none. Sell your mum to buy this game!

95

COMMENT STEVE

As you probably know, some of us critics are difficult to please, but you have to give Rare full credit for their achievement. Donkey Kong Land 2 has finally knocked the original DKL off the top of my all-time favourite list of Game Boy games. While the graphics and movement are excellent, it's the sheer playability that gets you, as the Game Boy version manages to cram in all those secret rooms and hidden bonuses that made Donkey Kong Land so good. The only gripe I've got is that there's not as much detail in the backgrounds as there was in DKL, but at the end of the day this means that the characters, villains and bonuses are much easier to see on screen. Well, I tried to complain about something!

LOLI COMMENT

If you were amazed by the graphics in Donkey Kong Land, wait until you see these! The detail in the sprites is unbelievable and it's difficult to believe that you're only playing with 4 megs of power. The backgrounds are also very impressive and don't blur or distort even when the action's at its fastest. The gameplay's every bit as good as the SNES game, with Diddy and Dixie remembering all the tricks they picked up in DKC2 and putting them to good use on the Game Boy version. DKL2 is without doubt the most important Game Boy release of the year, and it looks even better on the clearer screen of the new Game Boy pocket.

REVIEW

SUPER NINTEN
ENTERTAINMENT SYS

GAME CREDITS

- **BY:** Titus
- **DEVELOPED BY:** Titus
- **PREVIOUS TITUS TITLES:** Prehistorik Man, Prince of Persia 2, Ardy Lightfoot
- **DISTRIBUTED BY:** Titus
- **RELEASE:** TBA
- **GAME TYPE:** Platform

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Skill levels, Password

GAME INFO

- **GAME DIFFICULTY:** Easy-medium
- **FIRST DAY SCORE:** Finished it!
- **ALTERNATIVES:** Aaahh!!! Real Monsters, Prehistorik Man

GAME CONTROL

- **RESPONSIVENESS:** Good

A — Throw donut

B — Jump

X — Nothing

Y — Sword swipe

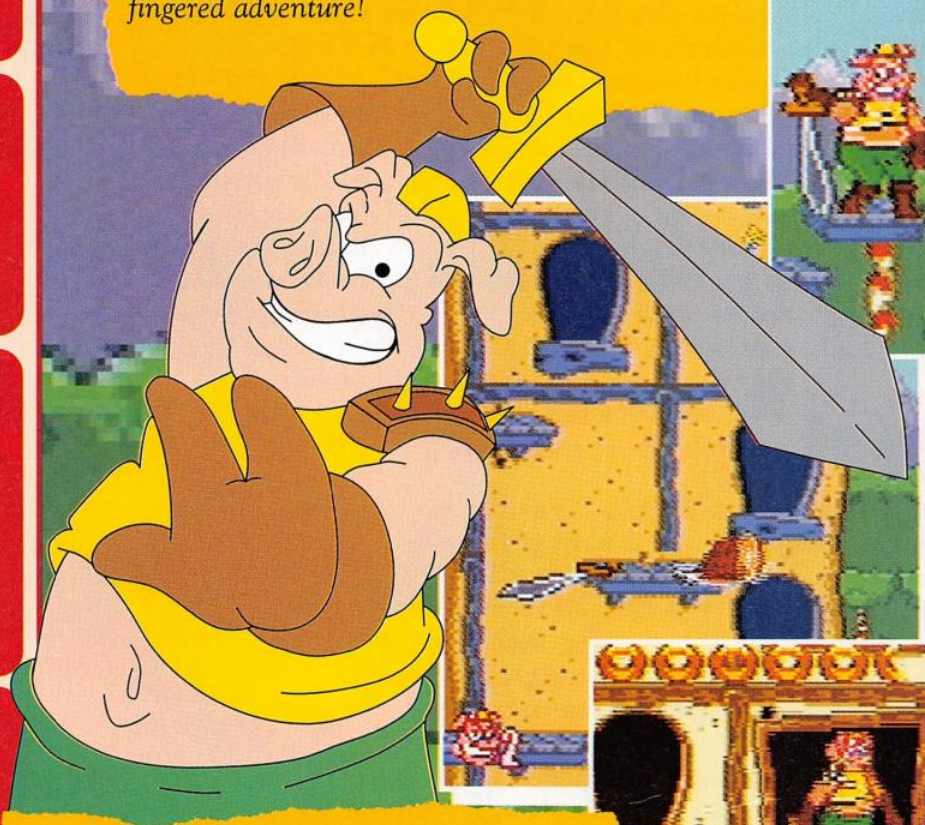
L/R — Nothing

S — Start: Pause, Select: Nothing

Power Piggs of the Dark Age

DONUT PASS GO, DONUT COLLECT 200

What are the ingredients for a successful platformer? Playability, of course. Good graphics. Original ideas. But donuts? Titus's latest for the SNES, Power Piggs of the Dark Age, seems to think so – it's stuffed to the brim with them! Powdered sugar donuts, chocolate donuts, and the essential frosted donut are the weapons you'll be using in this sticky-fingered adventure!



PIGGS IN A JAM

Bruno Pigg and his pink friends, Gilbert and Lotta, run a donut shop in the mediaeval Kingdom of Pigg which is ruled by the evil Wizard of Wolff. The Wizard has sent his henchwolves to cut up the Power Piggs for his dinner. There's nothing His Wolfship likes better than a juicy chop after a long day casting spells and gnashing his teeth!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SAVE YOUR BACON!

As Bruno you must take on the wicked wolves and destroy them, including their enigmatic leader who, it's rumoured, was brought up in the company of men. Unfortunately you're a bit podgy and the wolves cunningly attack you from castle turrets above with bows and arrows... er... which is where the donuts come in. The more you collect, the easier it will be for you to stay alive and save the kingdom from tyranny, as you can kill the horrid wolves by hurling a golden dough boy at them. Donuts are scattered throughout the levels, including inside boxes, which you can open by jumping on them with your fat butt.

UP THE BLOW HOLE

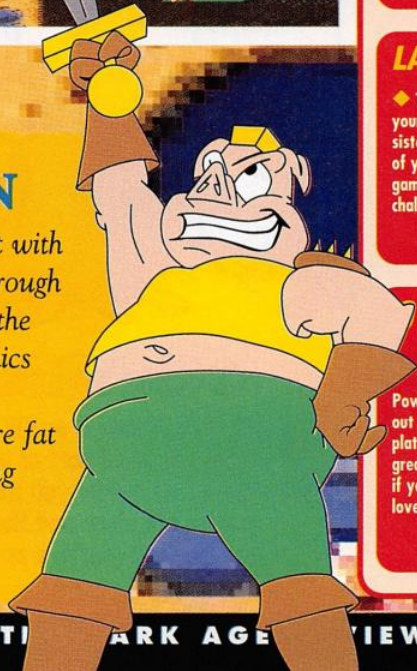
Watch out too for 'blow-holes', mysterious air geysers that can prove very useful indeed. If you jump onto one it lifts you up, sometimes to the top of towers, where you can find donuts, bonus points and the odd pink wolf waiting to gobble you up!

MEDIAEVAL MAYHEM!

Power Piggs of the Dark Age is a wacky, fast-moving game with plenty of features to keep you playing. Bruno's surprisingly active for a porker but he needs to be as there are loads of moving platforms, sharp spikes, psychotic dogs and fireballs to avoid! If you get too deeply embedded in the game there are continue points and passwords so you won't have to start a fresh life as a piglet every time you bite the dust.

COMMENT - ALAN

Some of this is quite tough to complete but with perseverance you should find your way through all the expected mediaeval sites and up to the Wizard's castle. Great cartoon-style graphics and a good helping of laughs make this particularly siutable for any of you who are fat and like dressing up, so get out your Viking helmet and a selection box of cooking fat, and start bashing those wolves!



BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Pretty amusing characters in some well designed levels.

▼ Badly let down by some ropey animation.

78

SOUND

▲ Surprisingly good soundtrack which suits the all-round silliness of the game.

86

PLAYABILITY

▲ Very easy to get to grips with and oddly addictive, even though you've seen this type of game countless times before.

90

LASTABILITY

◆ This'll probably last your younger brother or sister for ages, but many of you experienced gamers might not be too challenged.

80

OVERALL

After all the initial doubts, Power Piggs turns out to be a solid platformer which is a great laugh to play – if you like pigs, you'll love this!

89

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARIO'S WOODS

GAME CREDITS

- **BY:** Nintendo
- **DEVELOPED BY:** Nintendo
- **PREVIOUS NINTENDO TITLES:** Tetris Attack, Tetris 2
- **DISTRIBUTED BY:** Nintendo
- **RELEASE:** Out now
- **GAME TYPE:** Puzzle

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Game modes, Difficulty levels

GAME INFO

- **GAME DIFFICULTY:** Medium-hard
- **FIRST DAY SCORE:** Reached Wario on easy level
- **ALTERNATIVES:** Tetris Attack, Kirby's Ghost Trap

GAME CONTROL

- **RESPONSIVENESS:** Good

(A) Pick up stack

(B) Pick up single monster

(X) Jump to top of stack

(Y) Kick

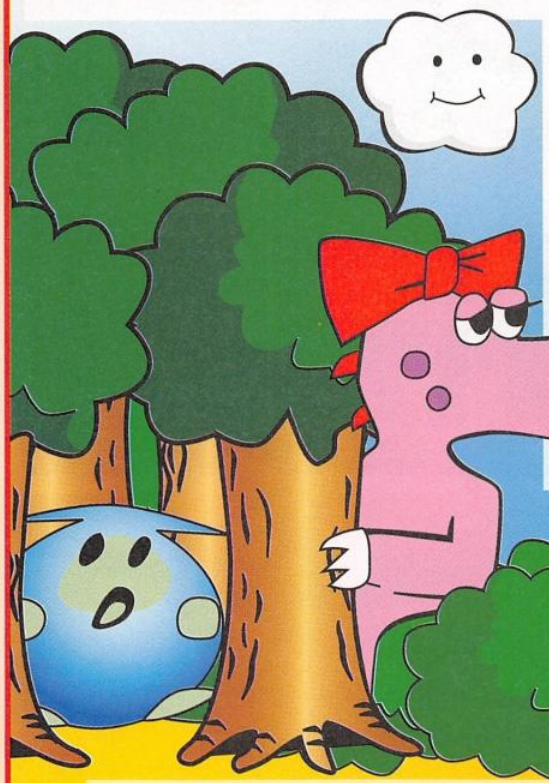
(L/R) Kick

(S) Start: Start/Pause, Select: Nothing

It's puzzle time again with the appearance of Wario's Woods, Nintendo's puzzler in the Tetris style featuring Mario's evil alter-ego, Wario. The friendly helper Toad has the job of saving the Peaceful Woods from Wario and his collection of monsters. Unfortunately on this occasion he's saddled with Enzo at the controls!

Wicked!

Here's the story so far. The Peaceful Woods were once a place of kindness and tranquillity where all the animals lived happily together, (Aaah, don't it make you sick?). Then one fateful day the evil Wario and his vile hoard of monsters invaded. To make matters worse, Wario even had the cheek to re-name the woods after himself! Now, the hero of the Mushroom Kingdom, Toad has decided enough's enough and goes back into the woods to give ol' Wario the severe kicking he truly deserves!



Lost in the woods

Toad's mission is to rid each section of the woods of all monsters, taking him ever closer to Wario himself. To do this he must blow 'em up by using the bombs created by the sprites in the woods. The aim of the game is to line up three or more bad guys of the same colour in a vertical, horizontal or diagonal line, finishing the line off with a bomb of the same colour. This will cause all the monsters in the line to disappear.

COMMENT - ENZO

Wario's Woods is an OK game. It isn't an all time classic, but it's a bit of a change from the usual sort of puzzler. It's good in the gameplay, and you've got to act and think fast before you make a move. The graphics will hardly blow you away, but the sprites are clear and the playing area isn't cluttered with anything that's not vital to the game. If you're a puzzle freak it's worth adding this to your collection.

Shake the tree

There's nothing Wario enjoys more than a good game of bomb juggling! During the matches he gets one of his minions to fill the playing area with monsters while Toad's faithful friends keep on dropping those bombs in order to get rid of them. Wario isn't one for fair play, and he'll join in by shaking the trees and collapsing the ceiling. Once the whole playing area is full of nasties, then it's game over.

Where'd he go?

There are five different game modes to choose from, ranging from basic one player versus the computer where you'll face a series of computer controlled opponents, to a two player option where you and a mate can take each other on. There's also a Round Game for those who want to stick to the storyline, where the aim is to clear all the screen of monsters before progressing to the next levels. The Time Race is one of the hardest, with the player having to completely clear five sets of screens as quickly as possible. For less experienced players, there's also the option of the Lesson Mode, which takes you step by step through the gameplay.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Very bright and colourful, with some simple but well designed characters and backgrounds. Animation's good too.

80

SOUND

◆ There are some pretty smart sound effects thrown in there, but do yourself a favour and turn the music off!

68

PLAYABILITY

▲ Excellent. Just the right amount of game playing addictiveness to keep you blasting away for hours, and things can get really spiteful in two player mode!

90

LASTABILITY

◆ The easy levels are a breeze, but the harder difficulty levels will take some time to master!

81

OVERALL

Takes a while to get into, but grabs you later on. Great for beginners to puzzle games and those players who fancy a fresh challenge.

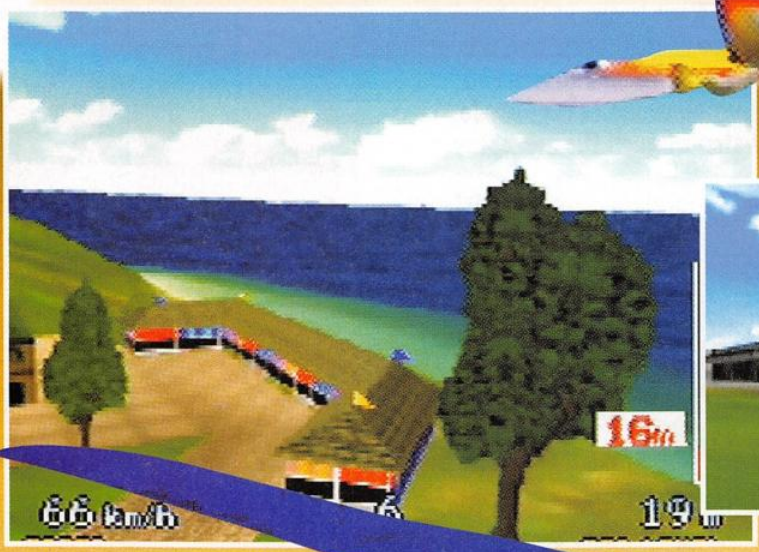
87

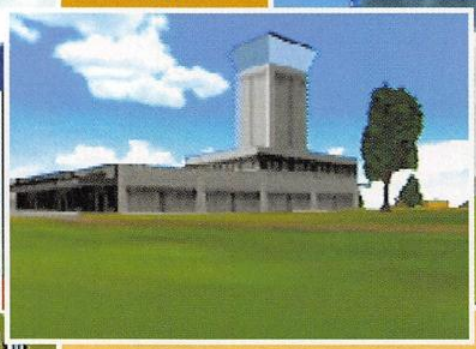
PLAY GUIDE

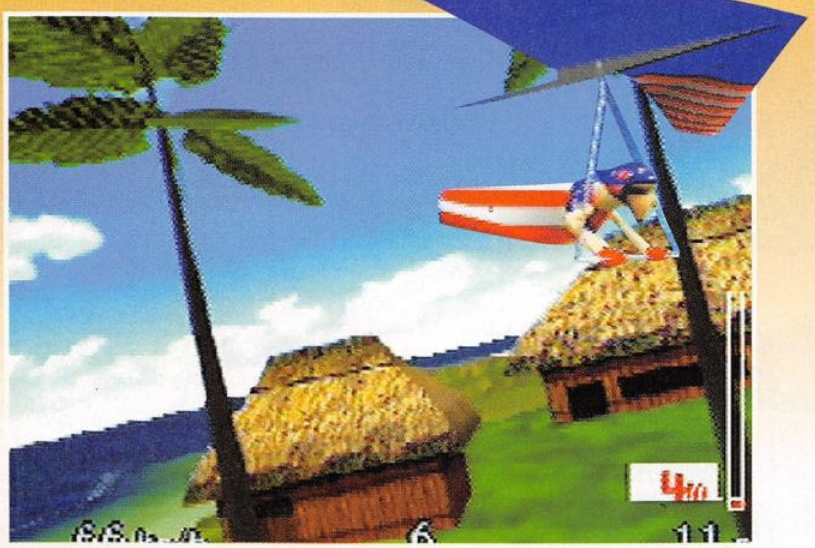
PILOTWINGS 64

TAKE TO THE AIR

Attention all flying aces! It's time to don your leather helmet and that old faded bomber jacket and get down to some serious aerial acrobatics with the first of our playguides to PilotWings 64, arguably the definitive flight sim. After all the initial fights and arguments, Will finally grabbed the PilotWings cart and our N64, and locked himself in the basement until the guide was complete. In this first part we take a look at the Beginners' Classes for each aircraft.







ALL UNDER CONTROL

The aim of PilotWings is to take one of the airborne trainees and turn them into a modern day Biggles by using the three aircraft at your disposal. When you play the game it's quite astonishing just how varied the controls for each craft are. We found that the easiest one to use is the gyrocopter, and in no time at all you'll be hurtling through those hoops at breakneck speed. The rocket belt is fairly straight-forward at the start, but as you progress through the game the levels get very tough indeed. You'll probably find that the hang glider is the hardest craft to control, even if you don't have to worry about running out of fuel!

WHO'S WHO

It's about time you were introduced to the different characters in PilotWings. You'll find that each has their own different strengths and weaknesses according to which event they're in at the time.

LARK

KIWI

LARK AND KIWI

The two smallest competitors are best used in the hang gliding events, as their small stature enables them to stay in the air longer without using thermals. But their weight works against them in the rocket belt stages as a freak gust of wind can blow them totally off course! The pair of them are OK as gyrocopter pilots, but they're pretty useless at the bonus cannon events.

IBIS

GOOSE

IBIS AND GOOSE

The dusky Egyptian and the all-American dude are fairly average when it comes to hang gliding, but make pretty good gyro pilots and really excel in the rocket belt department. They're heavy enough to withstand the natural elements as well as being able to control the packs perfectly. This pair are pretty mean sky divers too!

HAWK

ROBIN

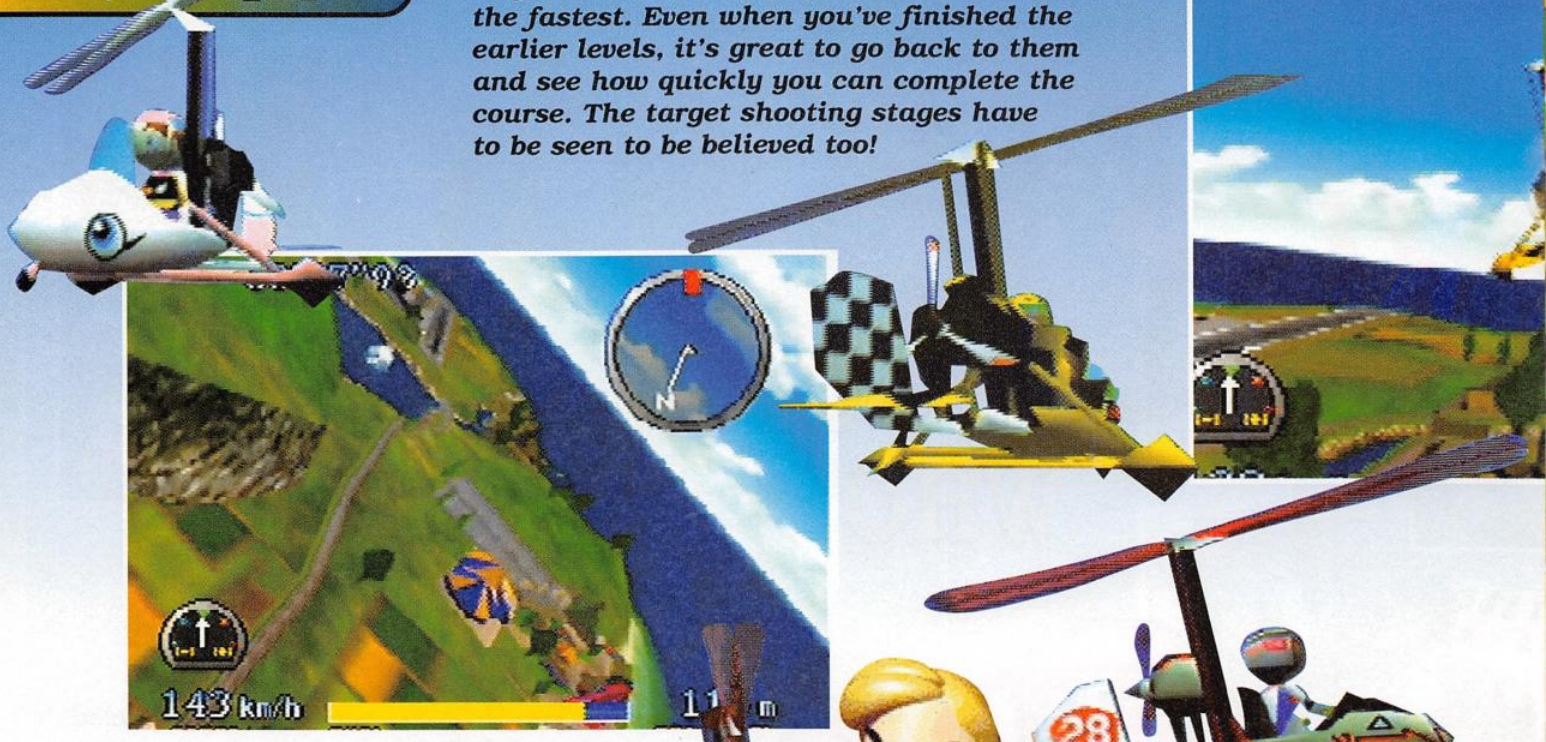
HAWK AND ROBIN

These two are the heaviest of the bunch and therefore make fairly useless hang glider pilots, so it's best to keep them away from anything without an engine! They're a little too big for the rocket belts too but to compensate for this they make excellent gyro pilots, flying at great speed without losing any control. The best event for them is the cannonball shoot, as they have enough bulk to withstand the tremendous pressure of being fired out of the cannon! In the Japanese original Robin was called 'Hooter', but don't let that put you off her!

PLAY GUIDE

GYROCOPTER

A cross between a microlight and a helicopter, the gyrocopter is the easiest craft to use in the game as well as being the fastest. Even when you've finished the earlier levels, it's great to go back to them and see how quickly you can complete the course. The target shooting stages have to be seen to be believed too!

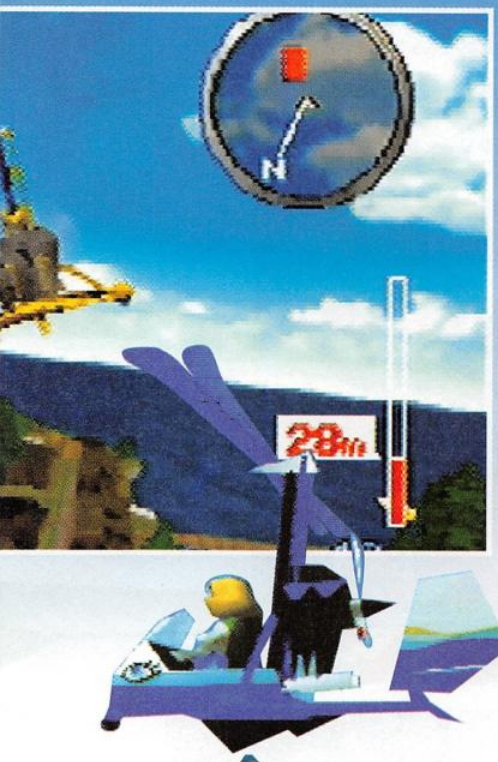


FIRST PERSON

Altering camera angles on the opening gyrocopter level doesn't really make much difference to your performance, but it's great for taking in the view as there's no part of the aircraft blocking your vision. The first-person perspective is best used for the target shooting levels later on. Alternatively you can just sit back and be amazed as evening turns to night across the island.

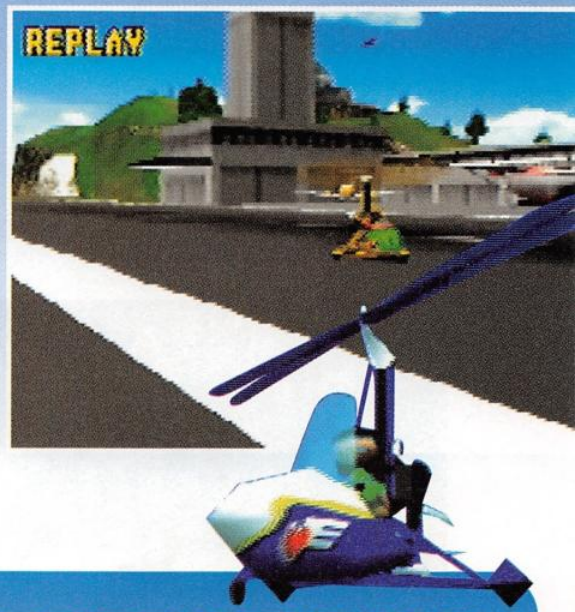
HOW LOW CAN YOU GO?

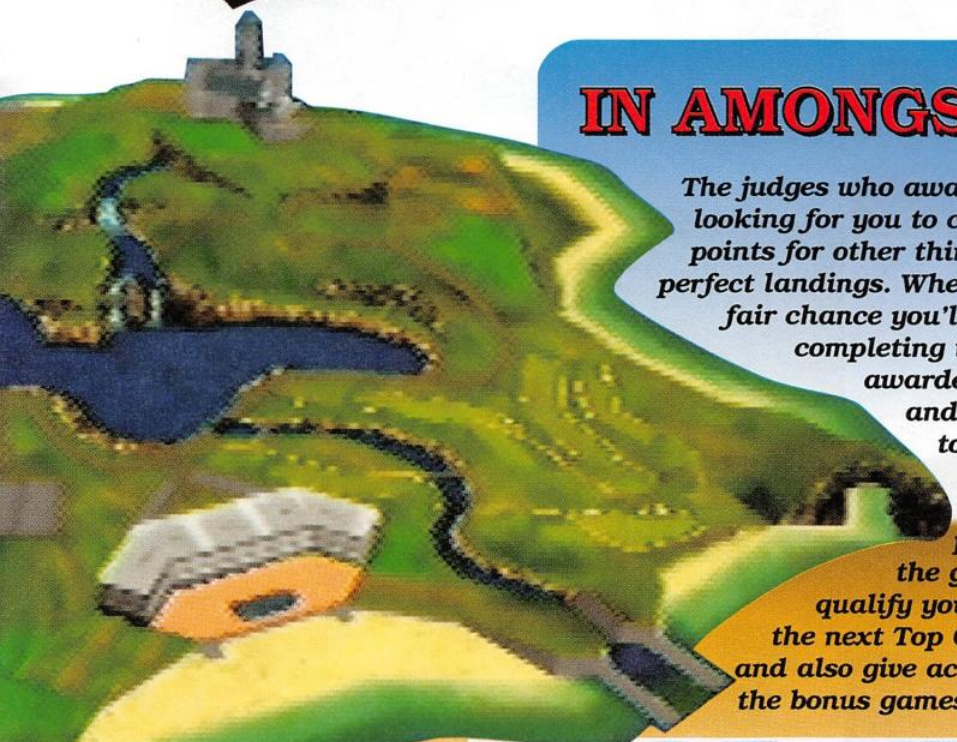
This is a relatively straight-forward level with nothing to really trouble you too much. There are only three hoops to go through, so once you've gone through them take the time to test your nerve by flying around the island as fast as you can. Remember, you'll score extra points for speed and staying as low to the ground as you can.



CATCH IT ON THE REPLAY

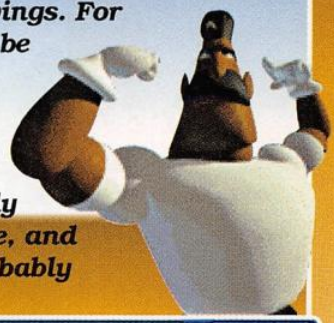
Another smart little feature is the replay option. This allows you to view your landing from an 'on-the-ground' perspective. This is excellent if you manage to perform a perfect landing, but it can also cause mucho embarrassment if you pile it in to the deck!





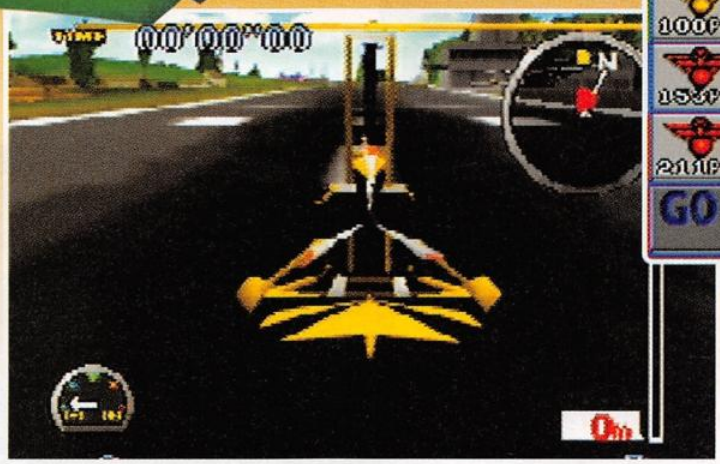
IN AMONGST THE MEDALS

The judges who award your points in the game aren't just looking for you to complete the set tasks. You'll gain extra points for other things like smooth flying, quick times and perfect landings. When you complete a mission well, there's a fair chance you'll be awarded your wings. For completing the task you should be awarded the bronze wings and be able to move on to the next level. Silver wings mean that you were nearly perfect, but not quite, and the gold wings could probably qualify you to be the next Top Gun pilot, and also give access to the bonus games.



TAKE OFF

The gyrocopter is the ideal craft for beginners to PilotWings as it's the easiest machine to control in the game. You'll need to get up to between 45 and 50 kilometers an hour, then the craft will shudder and Wa-hey! You're airborne!



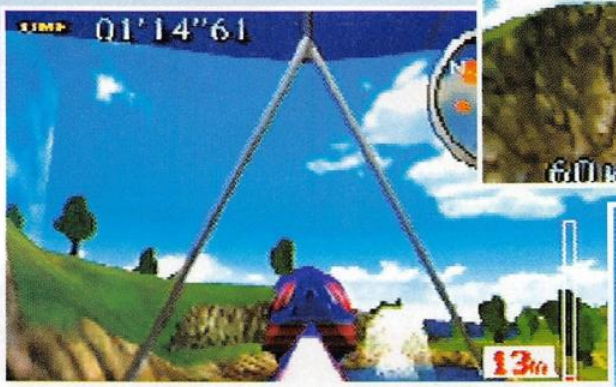
PLAY GUIDE

HANG GLIDER

What better way to while away the hours than floating through the air like a bird. If only it was that easy! When you're gliding you must find the thermals in each level to keep you airborne, which means there's the danger of ignoring your actual task in an effort to avoid plummeting to your death! However, when you do get it right, you feel like you've finished the whole game!

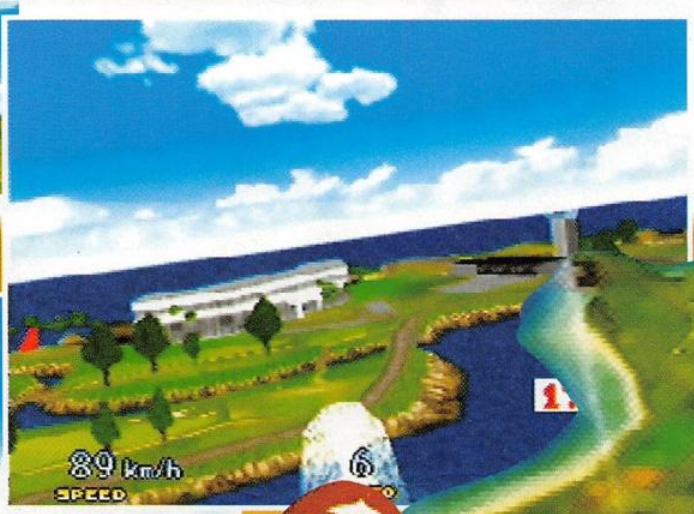
OVER THE SHOULDER

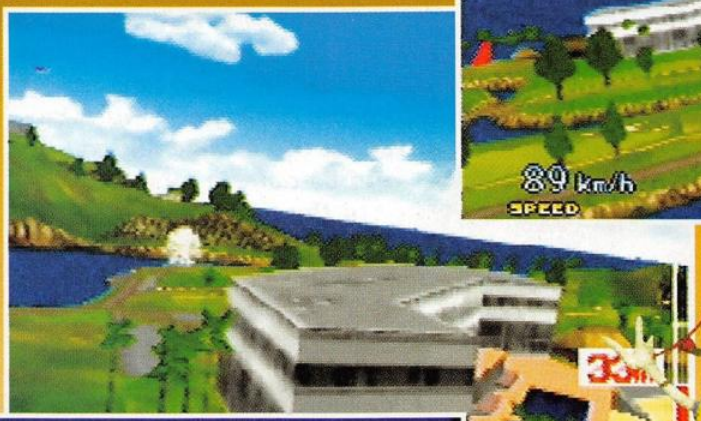
When you press the L button at the top of the controller you can completely change your viewing perspective. Try experimenting with this to find the view that suits you best.

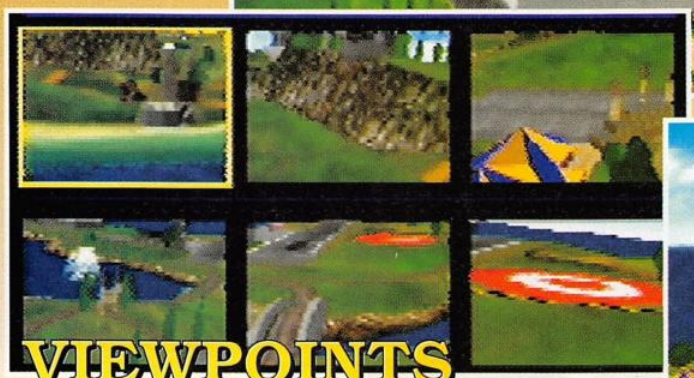


ENJOY THE VIEW

Once you've sorted out the controls of the hang glider, you can practice your skills by flying around the island, taking in the beautiful scenery.







VIEWPOINTS

You can also take photos of different parts of the levels by pressing the Z trigger in the middle of the control pad, all of which will be saved for your viewing pleasure at the end of the stage. You'll need the pictures as proof in some levels to boost your points.

CATCH A FALLING STAR

Another rather sneaky way to get to play the extra games is to find the special gold stars which are hidden throughout each level. All you have to do is fly through the star and the screen will go white, and in a flash you'll be transported to the bonus stage! The stars usually take some fancy flying to find, and sometimes you must risk certain death to hit the target, but it's definitely worth taking the chance.

IT'S ALL HOT AIR

Here's the first view you'll get from the hang glider. The swirling mist directly in front of you is a thermal. Fly through this to gain extra height and make your way down to the hoops. Guide your craft through all three hoops and make a safe landing on the red target.

PLAY GUIDE

ROCKET BELT

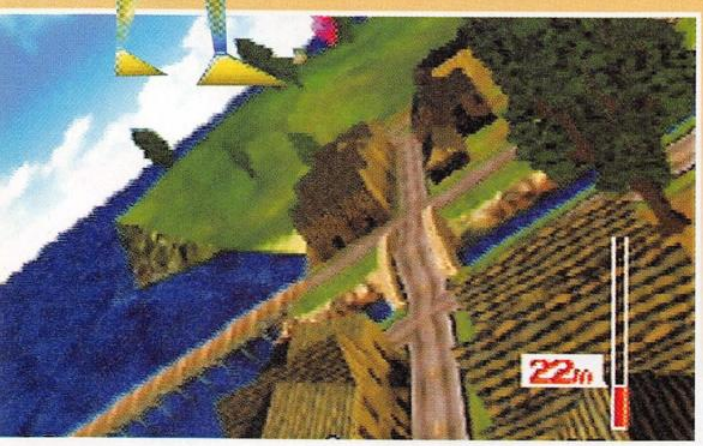
These turbo-charged rocket packs are pretty easy at the start, but you'll find your co-ordination and sense of direction will be tested to the limits later on. You'll also be amazed at how fast the background scrolls when you change direction.

UNFAIR

When you start you'll find yourself in the middle of a fairground. If you use the yellow C buttons, the screen will scroll around you so you can take a good look at your surroundings before take-off.

RIGHT ON TARGET

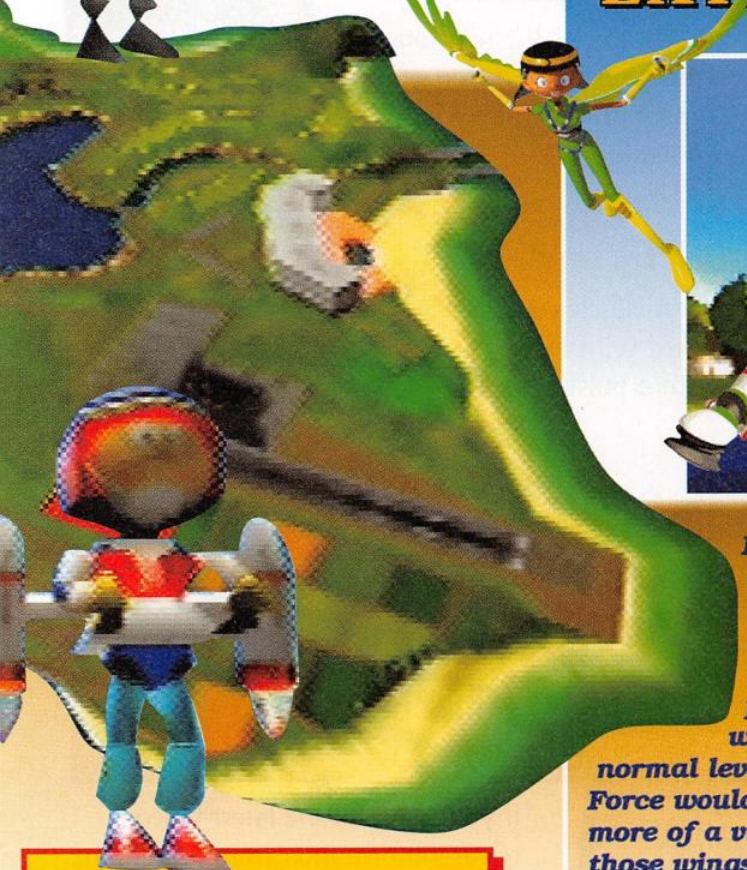
When you're coming in to land it helps to change the viewing perspective to give yourself an overhead view of the target. This'll make landing a lot easier and you'll get extra points for hitting the bullseye.

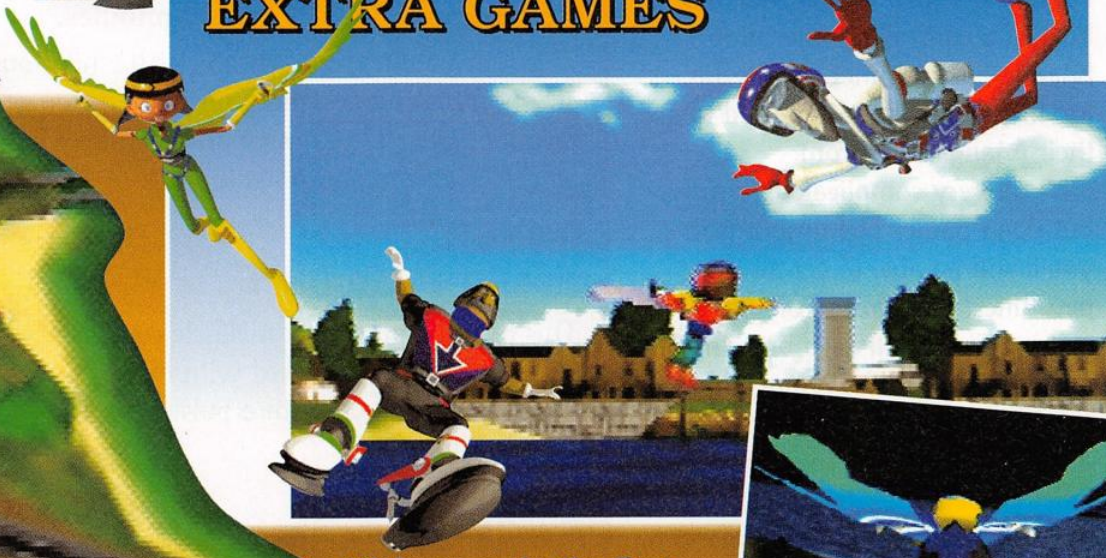


ONE PRICK WILL DO IT

The mission on the opening rocket belt level is dead easy. All you have to do is burst the big balloon which you'll find floating above the monastery. Just fly towards it until you make contact, them speed off and find your landing spot. The small red mark on the radar in the corner of the screen will show you where it is.

EXTRA GAMES





High scores in the first levels guarantee you a crack at some of the extra games, like the amazing birdman stages where you play the part of a modern Icarus, soaring through the air with a pair of custom-made wings! Even though the normal levels in the game resemble something that the Air Force would train their pilots on, these bonus games are even more of a visual and sonic treat! Just listen to the sound of those wings flapping through the air as you fly! One of the best and most amusing extra games is the human cannonball stage, where your character's fired out of a gigantic cannon to hit a target in the mountains! There are also the sky diving stages where those magnificent men and women hurl themselves out of an airplane at a ridiculous height, and the quite insane jumble hopper levels where you wear a pair of spring heeled boots to bound over the island!

COMING UP...

LOOK OUT SOON FOR THE NEXT THREE PW64 CLASSES

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

anime action

WIN!

ALL CHANGE FOR ANIME IN AUSTRALIA

The big news in the Anime world at the moment is that, as of last month, Siren Entertainment no longer hold the exclusive rights to distribute Manga Videos.

This has all come about because Polygram Video Worldwide has bought a controlling interest in Manga Entertainment UK who are the people that Siren used to get their Manga titles from.

It's all very complicated, I know, but don't panic! The upshot is that you'll still be able to get all the new titles – just from Polygram instead. Siren will keep bringing out classics from the Manga back catalogue and they'll still be distributing titles on the AnimEigo label on behalf of the newly evolved Madman Entertainment.

Madman are a Melbourne based company set up and run by life-long anime enthusiast Tim Anderson. Their releases this month mark the company's debut into the Australian anime market and we've got 9 copies of one of their new titles to give away. Volume 1 of "You're Under Arrest!" is the vid in question so if you want to win a copy just complete the form opposite and post it off to us before Friday 29th November. Oh yeah, and the video's Rated G which means anyone can enter.

THIS MONTH FROM MADMAN

You're Under Arrest!
Episode 1: "And So They Met"
4th November. $19.95. 'G'. 30 minutes.

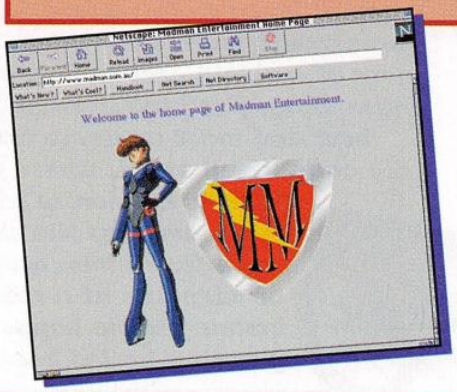
This four volume series chronicles the hilarious adventures, romance and high speed action of the Bokutoo Police Department and its intrepid police officers Natsumi and Miyuki.

Bubblegum Crisis 1
4th November. $24.95. 'M'. 53 minutes.

This hit cyberpunk action classic consists of a series of 8 episodes packed with action and suspense, topped off with a pulsing rock soundtrack.

Riding Bean 1
4th November. $24.95. 'MA'. 46 minutes.

A hard-hitting, action-packed, high speed thrill ride about an underworld courier, the unfortunate criminals who attempt to frame him, and the unfortunate police who attempt to catch him!



If you want all the latest video release information from Madman or you want to send in a request, then check out their home page on the Web. You'll find it at:

http://www.madman.com.au

or email them at:

madman@madman.com.au

CLUB SCENE

Here's all the latest news and contact information for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page). If you do send me any club information please make sure you include details of where you're based or where you meet as we like to try and include club info by State.

ACT

Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre. At their November screenings they'll be showing plenty of great anime and it'll cost you $4 to get into each one. They've no firm screening plans for these dates as we go to press but go along anyway and see what's happening.

If you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their Web page which you'll find at http://www.tpgi.com.au/clientp/rin/cas.html.

QUEENSLAND

Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is $5 and each meeting costs $2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them at adathono@cc.uq.oz.au.

VICTORIA

Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tailor, Nadia of the Mysterious Seas, Evangelion, Gundam 8th MS Platoon and Fushigi Yuugi.

Annual membership is currently $36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

NORTHERN TERRITORIES

Northern Territory Japanese Anime Society (NTJAS)

Founded mid-'94, NTJAS hold screenings each Sunday in the main auditorium at the NT University Casuarina Campus. They start at 6pm and usually last three hours. The entry fee is $4 but if you join the society (annual fee $5) it'll only cost you $2 for each screening. If you're a Uni student you can get in for $3. On the cards for the November screenings are the following:
3rd Nov: Ranma 1/2 (dub), Urusei Yatsura (sub), Green Legend Ran 2 (sub), Fam and Iri 1 (sub). **10th Nov:** Patlabor: The Mobile Police 22 (sub), Fushigi Yuugi (sub), Tenchi Muyo the Movie: Tenchi in Love (sub). **17th Nov:** Ranma 1/2 (dub), Urusei Yatsura (sub), Green Legend Ran 3 (sub), Fam and Iri 2 (sub). **24th Nov:** Patlabor: The Mobile Police 23 (sub), Fushigi Yuugi 7 (sub), Urusei Yatsura the Movie: Only You (sub).
For more info contact the following by email. Royce Foo (President): foor@acacia.ntu. edu.au Mark Moore (Treasurer): markm@it.ntu.edu.au Michael Kosmidis (Secretary): mkosmid@acacia.ntu.edu.au. Joe Parry (Vice-President): djp@it.ntu.edu.au. Alternatively you can check out their Web page at http://morinda.ntu.edu.au/itss/societies/NTJAS/ntjas2.htm.

WESTERN AUSTRALIA

Japanese Animation Fans of Western Australia

JAFWA started about five years ago when a group of friends used to get together and watch videos. Since then things have snowballed and they now regularly have about 120 people at each screening!

They try to cater for everybody and show a real range of stuff (most of which is subbed not dubbed) and meet every Saturday between 5pm and 10.15pm (except for the first Saturday in the month). Usually they meet at the Weatherburn Lecture Theatre, University of Western Australia but just for November they'll be gathering at the Social Sciences Lecture Theatre instead. Admission is $3 on the door but and they plan to show the following between October and December: Grave of the Fireflies, Ghost in the Shell and Whisper of the Heart. The dates for November are: 9th, 16th and 23rd. They're also planning a free open-air screening of Ghost in the Shell to be held as part of the Japanese Consulate's Japan Festival month but at the time of going to press we had no firm details. Check with one of the organisers to confirm.

You can get more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 (email: tom@gmbcs.com.au) or Michael Beckmann at PO Box 801, Fremantle WA 6160 (email: michael@gmbcs.com.au). JAFWA also have a Web page and you can find it at http://www.iinet.net.au/~gmb/jafwa.html. There's also an FTP Archive where you can download stuff (ftp.iinet.net.au/pub/art/anime).

NEW!

At last! Someone's sent me some info on their club. Thanks to Greg for letting me know about his group and sorry it's taken so long to include!

ADP Anime

ADP are a well established group who recently celebrated their 5th birthday. They meet every Sunday fortnight at the High Wycombe Family Centre between 12 and 5pm. They screen everything from old favourites like Ranma and Whimsical Orange Road to all the latest and alternative titles such as Armitage III and Ghost in the Shell. You'll find them at 104 Edney Rd, off Newburn Rd, in Perth and the entry fee of $3 includes a set of synopses, a raffle ticket and free tea and coffee. BUT!! Take along this voucher to prove you're an NMS reader & you'll get in for $2!! ADP welcome new visitors and they'll soon have their own fanzine. Contact: Greg Phenna (Organiser) at 68 Golden Cres, High Wycombe, Perth, WA 6057.

NMS READER DISCOUNT
$1 OFF
This voucher entitles the holder to $1 off the entry price of any showing at the ADP Anime Club, Perth.

MADMAN ANIME ENTRY FORM

Answer this question and fill in your details. Put the form (or a photocopy) in an envelope and post to us at the address below.

Which Police Department do Natsumi and Miyuki work for? _____

Name _____ Age _____

Address _____

Town/City _____ State _____

Postcode _____ Phone _____

send to:
MADMAN ANIME COMP, NMS Magazine,
PO Box 14225, Melbourne, MC Victoria 8001.

PAST WINNERS

You may remember the Ghost in the Shell competition we ran back in the September issue. In case you need to settle an argument with your mates, the answers were: 1a, 2b, 3c.

**The lucky 1st Prize winner was:
Peter Avis of Lyneham, Canberra 2602.
He'll receive a GITS T-shirt, a pack of GITS trading cards and a GITS poster.**

**The 2nd Prize winner was:
Dean Beasley of Nth Bendigo, Vic 3550.
He'll get a pack of GITS trading cards and a GITS poster.**

**The 3rd Prize winner was:
Nathan Coe of Shepparton, Vic 3630.
He'll get a GITS poster.**

Mail Bag

Now look here! What is wrong with you? I've had so many letters this month that I've been completely upended (not a pretty sight) and up to my ears in variously-coloured contributions. Some unfortunately became covered in custard as I read them in my bath, and I was severely spanked by nursie and given a stiff rubbing down as a result. I had a visit from Ed and he promised to put in as many piccies and writties as he could fit. I don't trust that man you know. He wears very tight trousers, and you can never trust a man with very tight trousers!

Get in your bag at once!

PLAYBOY

Dear NMS,
I was wondering could you put more babes on the NMS poster. I know you are already starting to. The Orchid posters are WOW!!! Could you please put more. Maybe ones with a bit more exposure.
Troy Kenney, Queenstown, SA

You should see some we can't put in!

SQUIRT

Dear NMS,
I've got Worms.
Lewis Hewton, Pt. Pirie, SA

LUVVIES

Lord Les,
Loved the reviews on the N64 games in issue 42. Listen, it said in the review of Mario 64 that there's a head to head. Does that mean that Luigi is in it too? I hope so. And listen, could you put a competition out for the N64 when it reaches our shores? Thanks Les.
From the last true gamer,
JM.

No sign of Luigi yet, but the game's so vast he could be lying hidden in a bowl of soup somewhere, or maybe he's disguised as a policeman, or a nurse... Urgh! I've just had a horrible thought!
An earlier competition was scuppered by late arrivals, but I'll talk to Ed and we'll see what the coming months bring.

STARE STARE STARE

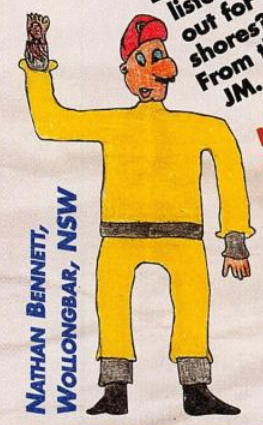
To NMS,
The N-head that wrote in saying that 32-bit consoles are not super, you hit it right on the nail. When I went to a friend's birthday party he rented a PlayStation and the game play was not as good as everyone thinks. It was just the graphics that were good. If you're sick of waiting for a Nintendo 64 then just keep looking at the screen shots. I'm sure that will keep you occupied until it comes out and if you can't, learn Japanese then fly over to Japan and buy one there.
A Wilson, Devonport, Tas

I have a mental picture of the whole of Australia staring at pictures of screen shots, paused in a trance of pure joy until the end of February.

OBSESSION

To all the losers out there obsessed with Orchid. She is NOT a babe. I repeat, She is NOT a babe. She is a piece of paper born on someone's drawing block with unrealistically large tits! Get a girlfriend!
Me, Brisbane, Qld

My previous girlfriend washed cars for a living. She was always down at the car wash, washing cars. She'd often come home covered in suds and dripping on the floor. It ended when she got caught in the mangle and I called the whole thing off. OFF!!



NATHAN BENNETT, WOLLONGBAR, NSW

SAY CHEESE

Dear Les,
1. Do you ever get bored with your job?
2. With the Nintendo 64 do you come with all the controllers or does it come with 1?
3. I've been looking for the game Asterix everywhere but I can't find it so do you think you can help me?
4. My mum's an excellent cook. She can make 24 pizzas a day. How many pizzas would you like?
Daniel Best, Melbourne, Vic

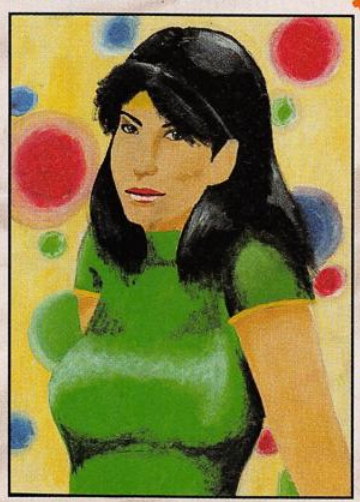
This isn't a job, it's a sentence! I don't come with the N64, but it comes with one controller and you can then buy hundreds of coloured ones to put on your floor and gaze at. Try the swappies and sellies; you might be lukkie. I'll have 25 pizzas please. With chives.

D. CATANZARITI, NSW

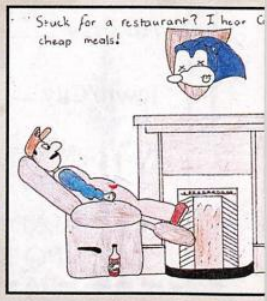
DROOL

Oi Les,
I've just finished reading the September issue of NMS cover to cover and I loved it! The N64 reviews were top notch. I literally drooled all over the pages. My best friend and I had our sights on getting two PlayStations but after treating my eyes to pages 18-25, I've changed my mind. Just looking at the pickies of Mario 64 made me feel warm and fuzzy inside. Nintendo have created a monster and I love it like a brother. A very small, black and sexy brother. Still want a Saturn? Your head is Uranus!
D Murphy, Hastings, Vic

I have a very small, black and sexy brother. He hasn't been to visit me for some months now, since the incident with the toaster, but I believe he still loves me.



SANDRA BULLOCK ALL DRESSED UP. AMY BLACK, DYSART, QLD



EATING IN WITH MARIO MICHAEL HOWLAND, SA

KIKKIES TIME!
JUSTIN WOOTTON,
ALBANY, NSW.

SICK KID

Dear Mailbag,
At the moment I've got a virus and I have been staying home and one afternoon I was playing Yoshi's Island and got up to 4-5 and I was turning it on after my sister Catherine got home from school and I turned it on and I heard a really weird sound and kept going and I got to the file menu and every file was erased. I have two birds and a cat and the birds' names are Tweety and Bluey and the cat's name is Whiskers. That's it, bye.
David Fraser, Sydney, NSW

Brings tears to my eyes it does! I had a cat called Timmy who ran away when I caught him in with next door's poodle. I miss him still. I missed him then, but got him later with a glancing blow.

WHINGE AT ME

To NMS,
I've got complaints.
1. I'm sick to death of all these people who send STUPID pictures in of Nintendo characters (especially Yoshi) killing Sonic.
2. To someone in issue 42 who complained about people complaining. The whole reason there is a Mailbag is so people can say if there are any problems with this brilliant mag.
3. To Angel, Chance and Eyebal in issue 42 who asked Les to pass on a letter to their idiot friend Skull just because they couldn't find his e-mail address. Well I've got to tell you all you are as dumb as he is.
Mark Openshaw, Wooroloo, WA

Has someone been complaining again? Pant, pant, pant! I'll get out my Chinese Blister Maker if I hear any more nonsense. I thought I'd get through a whole page without Skull mentioned. Drat! Pant, pant, pant!

LUKE NUTO, SYDNEY NSW

RIBBIT, RIBBIT

Dear Les,
I've got a Sega! It is good. Sega rules! Ha ha. Death to all Nintendo players.
Frog, NSW

Eugh! Frogs, green slimy things!

ABUSE ME

To Les,
I would like to say that Loga Bunnet copied the Nimbin Yeah Nimbin poem from Full Frontal, that chick in the audience who is a total hippie and repeats that poem all the time. Loga sounds as doped out as she does. Also to Goof, the only medicine you would need is the one they use to put animals to sleep. Well, got to go. Everybody feel free to abuse my letter.
Donna Andrews, Qld

NO PICTURES PLEASE

Dear NMS,
I like your magazine and try and get my hands on it every month (my Mum's too stingy to buy it for me). My friend brings it over so I can catch up on what's new and what's not. I sent you a picture a while ago but you didn't put it in your mag, so this time I wrote as well. So please, please put this picture in. It's better than the last one anyway.
Mark Henderson, Thomastown, Vic

Much as I love you and your picture I have never got enough room in my trunk for all the ones we get. Oh all right I'll try, but I can't promise. Oh do stop snivelling child! I said I'd try didn't I? look, if you don't stop that noise I'll take you down the road and... and... Just you wait 'til I talk to your teacher. There'll be things to answer then I can tell you! Picture! I'll give you picture! Do you think I slave away all day and night just so that you can have your picture in the magazine? eh? Is that it?

YUKI, QLD.

J D, PERTH, WA

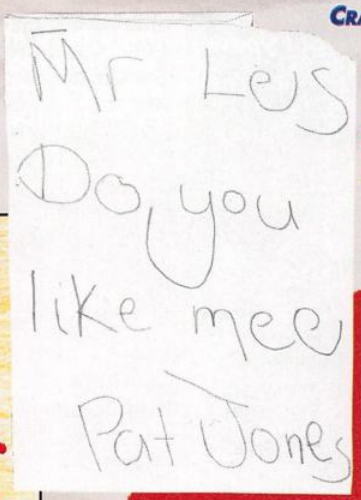
MORE BUNNETS

Hello Nintendo magazine,
My beautiful defacto, Alexandria and I read your magazine totally nude. The bright covers and pages turn us on. My cousin Loga told me a poem about your magazine. We were so happy we ran down the street naked. I'm writing this letter totally nude.
Yours sincerely,
Nigel and Alexandria Bunnet,
Nimbin, NSW

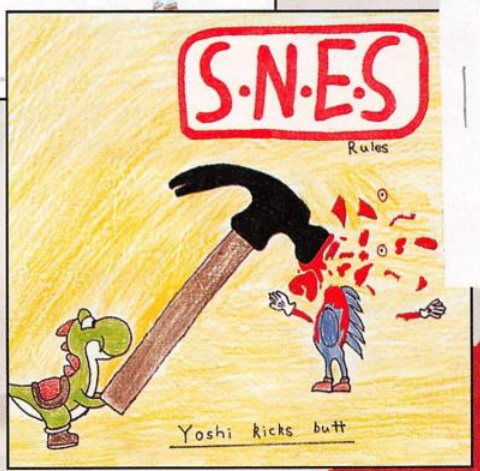
I'm reading this totally clothed. In a straight jacket as it happens!

KRIS H,
CRANBOURNE, VIC

EVAN MOORE, NSW



I ADORE YOU PAT, SIMPLY ADORE YOU.



I can feel the spring a-springing,
Around my little feet,
And small green shoots are shooting out,
Wherever people meet.

The birds are all a-chattering,
The lambs are scampering too,
I bet there's lots of bouncy stuff,
Occurring down the zoo.

Les

He's a killer. Stop him now.

Les, NMS, PO Box 14225,
Melbourne, MC Victoria 8001
email: catalyst@popmail.dircon.co.uk

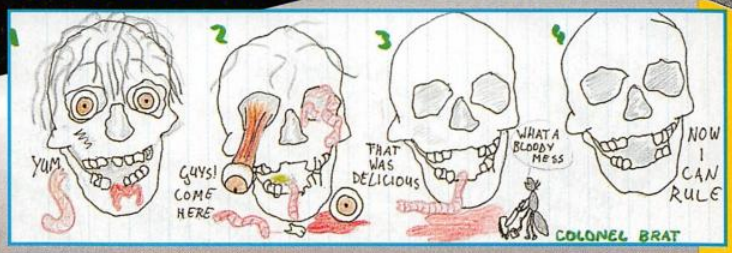
Skull's Graveyard

email:
catalyst@popmail.
dircon.co.uk

Hungry for it!

SKULL, NMS,
PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

COLONEL BRAT AND THE WAY TO DECAY.



Skull me Lord,
I love the game Worms. I know it's out on the Game Boy but is it out on Super Nintendo? What do you call your four worms? I call my worms: Captain Claw, Major Blood, Private Porky and Destruction.
Chris Hodges,
Springwood, NSW

The SNES version is due out this month, but it's been delayed before, so... My worms are called Will, Steve, Enzo and Les, the suicidal one!

Dear Skull,
I hate your magazine. Why do you want to kill a poor little innocent hedgehog? How would you like it if there was a Sega magazine and Sonic was killing Mario and by the way I'm a girl.
Love from Stephanie.

By the way, I couldn't give a hedgehog's prickle for Sonic's fate.

I'm desperate Skull,
I've one three questions, just one three questions, it's a pretty big one.
1) You know how MK4 is coming out, can you send me all the players' combos, friendships, fatalities, animalities and any secret characters, anything.
2) Just out of interest, how old are you?
3) When's the game coming out? I'm an 80 year old man and need this info quickly, you know why. I'm still good with my hands.
Elvis James Williams,
Sydney, NSW.

1) No!
2) You'll never catch up!
3) I'm not tellin', not yet anyway. You've got years to go yet. Not.

To Skull,
Is Mario Kart coming out on the Game Boy? If so when?
Ben Kilsby, Kanangadoo, SA.

Nintendo have no plans for it yet. Micro Machines is about as near as you can get for the moment.

To Skull,
I have a SNES and I play it all the time. I am not a fan of Mario. Why don't you change Nintendo's mascot? I am so bored of Mario! Why don't you have a cool (not over-weight) more violent person like Bomberman, Earthworm Jim or Donkey Kong? Mario's too old and has been around for ages. Also, don't put that stupid demented fool B Orchid on the NMS posters. I hate to be a complainer 'cos I really like my SNES.
Paul Lucas, Adelaide, SA.

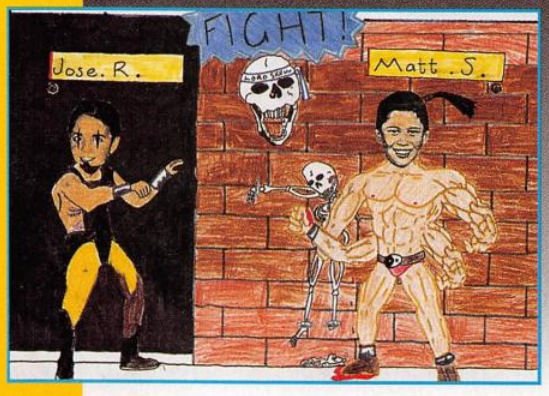
Mario's not my doing, so don't have a go at me! B. may be a little lacking in decision making powers but brain's aren't all they're pumped up to be!

To Skull,
I have heard that Final Fantasy 7 is not coming out on the N64. Instead it is going to be on the bloody PlayStation! If this is true then WHY?! Was it because of the little argument that Nintendo and Squaresoft had? Desperate for N64,
Melbourne, Vic.

Nintendo and Square are supposed to be the best of buddies these days, so it looks like FF7 might be out on the N64 after all.

Hello Skull, remember me: Mr. PETE'S corner? Well it seems that out of all the letters I sent you, you had to pick the one that you can make fun of just because I made a very very stupid mistake. But I'm not the only one – like you. You always used to get in a Sh%t when people would ask you when the N64 would come here and you would always say 'for the last time it will come out in April'. And when it didn't come out in April did you say sorry? Nooooo. Or did you say you were a silly donkey? Noooooo! Now, the question again: What is all this PETS CORNER crap?
Steven Rudolphy, WA.
PS I wrote this to get back some dignity.

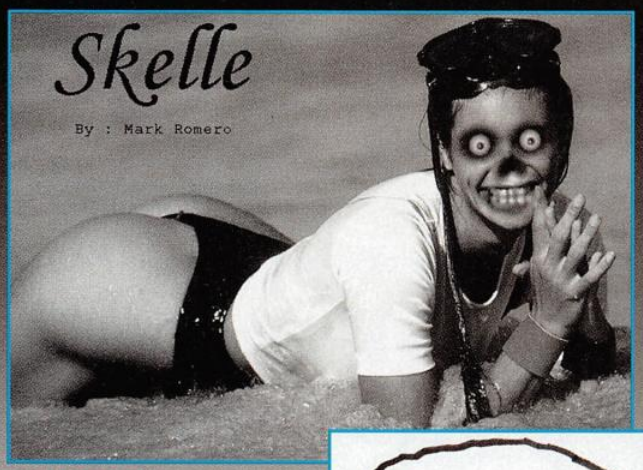
OK Steven, I get the point, and I won't have a go at you this time.
I never make mistakes, I just tell you what others get wrong!



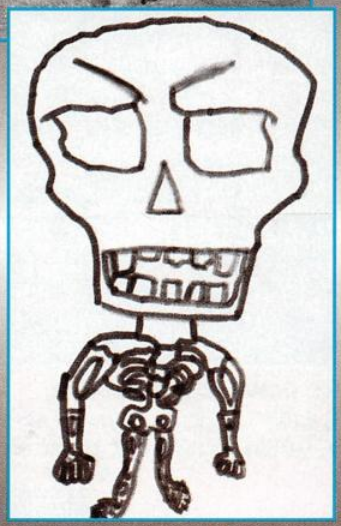
GET JOSE! JARROD HOWDEN & MATT SOUTHWELL KNOW HOW!

STUPID STIMPSON J KAT

MARK ROMERO EMAILED HIS DEARLY BELOVED



Dear Mr. Scull,
My name is Bradley Sheargold and I am Sonic's lover. I hate Nintendo and NMS and am sick of the amount of crap you are piling on my husband. Yes, I did own a SNES but me and 'hubbie' dropped it off a cliff in the Grand Canyon on our honeymoon. Why don't Nintendo give up and let Sega win the immortal war of video gaming? Why do stupid Nintendo fans draw such crap pictures of Mario beating up my 'pumpkin pie' Sonic when he could beat up Mario and every Nintendo fan there is at the same time?
Bradley Sheargold, Jannali, NSW.



NATHAN QUINCE SA

Come an' 'ave a go if you think your 'ard enuff!

To Lord Skull,
Ruler of the Galaxy and idol to us all,
It is I, Callum the Conqueror. I know all about Les's plans. I too want to historically rip out his guts! Have you noticed the blue spikes on Les's neck? That pizza guy is an evil spy, so's the flower van over the road. Will Alien Nation ever come to the SNES? Will there be any more Evermore-like games?
Callum Flavel, Aspendale, Vic.

COLLAGE KID AARON DENNIS NSW

Dazed and extremely dangerous. Get yourself a large bucket; get in it; get bucketed!

Dear Skull,
I must congratulate Nintendo for introducing 'Arcade Classics'. This is truly a fantastic collection of historic arcade greats. Will Nintendo release more to complete the series, titles such as Rally-X and Pole Position? Has Pac Man been released on Game Boy? If so, will it be re-released as part of the Classics? Finally, when is Australia going to get Ms Pac Man on Game Boy?
Nicholas Carr, Wollongong, NSW.

Nintendo say no release plans at the moment, but other classics are possible. I'd like to see jousting and bear baiting, but I don't s'pose I shall.

Dear Lord Skull,
In last month's NMS a little snot face wrote in and said 'piss-off I hate your mag, I hate you, bla, bla, bla, bla...' Seemed like he was never going to end! Personally I'd like to go over his house, rip his head off and flush it down the dunny! If you had the chance to go to his house, how would you dispose of him?
Mark Hurtz, NSW.

I have been. I have done it. It was good. I am pleased. He is not. Bye.

A load of you've been pestering me again about the N64 release and price, so here's the latest:

Release date:
Saturday 1st March 1997

Price: $399, including console, controller, AC adapter & AV cable.

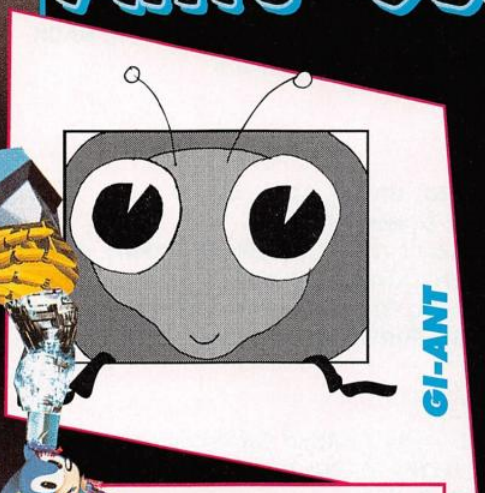
Add-ons:
Memory Card $29.95
Additional Coloured Hand Controllers $49.95

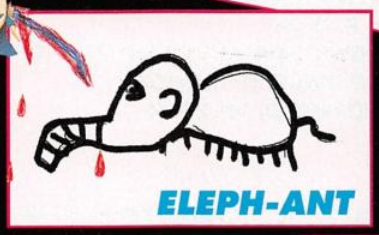
Games (around $99.95)

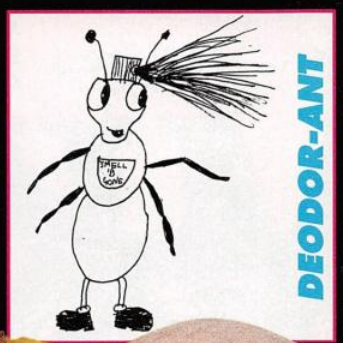
Mario 64	March
PilotWings 64	March
WaveRace 64	before June
Cruisin' USA	before June
Star Wars	before June
Blast Corps	before June
Tetrisphere	before June
Mario Kart 64	before June
Kirby's Air Ride	before June
Goldeneye 007	before June
Star Wing 64	before June

Ants' Corner

A slight inpouring of ants has forced me to give them some space. Most of the ones we get are done in soft crayon or something and so don't get in. Others are just plain crap!







ta to Cameron, Steven, Ian, Scott and M De. amongst others.

Nun the Wiser

NMS,
P.O. BOX 14225,
MELBOURNE,
MC VICTORIA 8001.

If I was a rich nun, feedle-deedle-daidle-daidle-dooo... Ohh me goodness, you scared me child, creepin' up like dat! I was just a-hummin' away to miself, waiting for ye all to arrive. Well, now you're here, I have to tell you that I've enjoyed reading your letters ever so much this month, as you all seem to be answering each others' queries for me, which leaves me free to do the Lord's work. You're all so fiercely attached to dose violent, bloody Mortal Kombat games, aren't ye now? It fills me with a deep forebodin' – it can't be healthy for ye.

This month I've had inquiries about Mortal Kombat from a whole pew-full. Quinn Allen, Sukhreer Sekhon, D Trotman, Daniel Crowley, Paul Harrison, Sean & Leigh, Rowan Clark, Scott Huskins, D. Lee, Matthew Hill and Leon Kondo are amongst the lost souls. Well, of course, I knew all the answers a long time ago, but the Lord he does work in mysterious ways and he chose to send the answers through Tim Christian, Ryan I'Anson, Aidan Crees, Paul D'Agostino, Steven Garstone, David Wishart, James Tinslewood, Dane Krams, Alistair and Ryan, Michael Buckley, Stix Laverton, Craig Olsson, Tim Hollibone, Joseph Hanna, Ken Hirata, Daniel Mudge, Pat Wenden, Rick Colquhoun, Daniel Fulginiti and Danny from Fairfield, whose everlasting devotion and words of wisdom I have misinterpreted on your behalf. Amen and hymns to you all!

Scott's stuff: X, B, A, Y, UP, LEFT, RIGHT, DOWN at menu screen.
Kool stuff: UP, UP, DOWN, DOWN, LEFT, RIGHT, A, B, A, at menu screen.
Kooler stuff: SELECT, A, B, RIGHT, LEFT, DOWN, DOWN, UP, UP at menu screen.
Sound test: A, Y, B, X at menu screen.

NIGHTWOLF

FATALITY 1: UP, UP, BACK, F, BL
FATALITY 2: BACK, BACK, DOWN, Y
ANIMALITY: FORWARD, FORWARD, DOWN, DOWN
BABALITY: FORWARD, BACK, FORWARD, BACK, BACK
FRIENDSHIP: DOWN, DOWN, DOWN, R
STAGE: R, R, BL

SONYA

FATALITY 1: R + BL, UP, UP, BACK, DOWN
FATALITY 2: B, F, DOWN, DOWN, R
ANIMALITY: HOLD LP (BACK, FORWARD, DOWN, FORWARD)
BABALITY: DOWN, DOWN, FORWARD, A
FRIENDSHIP: BACK, FORWARD, BACK, DOWN, R
STAGE: FORWARD, FORWARD, DOWN, Y

STRYKER

FATALITY 1: (FULL SCREEN AWAY) FORWARD 3 TIMES, A.
FATALITY 2: DOWN, FORWARD, DOWN, FORWARD, BL
ANIMALITY: R, R, R, BL
BABALITY: DOWN, FORWARD, FORWARD, B, Y
FRIENDSHIP: BACK, R, R, BACK
STAGE: FORWARD, UP, UP, X

JAX

FATALITY 1: UP, UP, DOWN, FORWARD, UP, BL
FATALITY 2: R, BL, R, R, A
ANIMALITY: HOLD B (FORWARD, FORWARD, DOWN FORWARD)
BABALITY: DOWN, DOWN, DOWN, A
FRIENDSHIP: A, R, R, A
STAGE: DOWN, FORWARD, DOWN, B

Tips & Tactics

There'll be more ye know...

Nintendo® Game Gurus

A large bundle of letters have taken the fancy of the Game Gurus this month. In true Guru style they've dragged themselves away from their hotlines for long enough to put pen to paper and fingers on keys. The results could astonish you!

Dear Gurus,
We've been unable to get any further than the first floor in Batman Forever. We can't work out how to get to the next floor. HELP!!
Chris and Angela Atkins, Essendon, Vic

All you have to do is press Up and Select at the same time to get Batman up to the next floor. In the first level you also have to go down a floor. To do this just hold the R button and press Down.

Dear Gurus,
Can you help me please? In Mystic Quest Legend how do you get through Falls Basin? No matter what, I just can't get through it! Secondly, in Super Metroid 3, which is in issue 41, you talked about having to follow the three monkey-like creatures. What is supposed to happen? I got up there and found the Super Missiles without the Spring Ball. Do you actually need the Spring Ball? And where do you find it if you do need it? Finally, where do you find the Grappling Beam?
John Howard, Greensborough, Vic

To get through **Falls Basin** you need to move the first ice pillar Up 9 spaces, then Left 7 and Up 1. You can then jump to it from the upper level and use it as a stepping stone to get to the left pillar. You can then push it Right 4 spaces and Up 1. Then jump across to the right hand one and push it Left 4, Up 1, Left 2, Up 6, Right 7, Down 1 and Right 3. Then walk back to the ice pillar closest to the beginning of the level and push it Up 9, Right 5 and Up 1.

Then go back to the stairs in the lower right hand corner of the basin. The three monkey creatures can only direct you to the Super Missiles. The **Spring Ball** is found in the lower right hand corner of Maridia. In the room there is a large metal creature, and if you lay down a power bomb it will blow the right hand wall. Now, just stay out of the creature's way while it eats through the wall! You won't need the Spring Ball to finish the game.
You'll find the **Grappling Beam** in the lower left corner of Norfair. You need to have found the Power Bombs and defeated Crocomire. From his room, take the left door and then the lower left door. Drop down to the bottom and take the door in the floor. Now power bomb the blocks on the floor and make a long jump to the door in the top left hand corner.

To the Game Gurus,
Are there any cheats for Doom or Secret of Evermore? Where are the Bazookas in Secret of Evermore?
Joseph Robinson, Enfield, SA

There aren't any cheats for Secret of Evermore or Doom, but in SOE you'll receive the Bazooka in Ebony Keep Town by talking to Cecil in the store. To get shells for the gun you must first defeat Mungola in the Ivory Tower Castle.

Shells:
Thunder Ball - Available from a merchant in Ebony Keep Town and also the Merchant Sector in Omnitopia.
Particle Bomb - Found in the Merchant Sector in Omnitopia for 600 credits and in the storage room.
Cryo-Blast - Found in the Merchant Sector for 1000 credits and in the Greenhouse.
Remember, the Bazooka doesn't gain attack levels and can't be powered up, and the Energize formula won't work on the Bazooka.

Dear Gurus,
I'm trying to pass world 8 stage 7 in Yoshi's Island. How do you get through it? And where do you find the missing flower in world 2 stage 4?

There is no world 8. There are two tricky flowers to find in world 2-4. The first is behind the door that's below the pinball flippers. You need to destroy the two ghosts by bouncing eggs off the wall while their eyes are open. The second flower is found after going through the lava room, you need to shoot the cracked block in the ceiling and then destroy the ghosts in that room.

Dear Nintendo Game Gurus,
I'm totally stuck on Legend of Zelda - Link's Awakening on the Game Boy. I need to know how to get the Nightmare's Key in dungeon two 'Bottle Grotto'.

In Link's Awakening in the Bottle Grotto you need to go into the room where the Nightmare Key appears on the map and destroy the rabbit that is blocked off first, then the bat and finally the skeleton.

Gurus,
Are there any codes for Super Metroid? If so, tell us at least two. Thanks!
Unknown, Bathurst, NSW

No!

I am a Nintendo fan. I have five games, and one of them is Killer Instinct. I was wondering if we could swap moves for KI and I'll give you moves and codes for other games, if you send me the answers to these questions:
1. How do you do a 96 hit combo with Cinder & Orchid?
2. How do you get Eyedol with Orchid?
3. How is a shadow combo done?
4. Moves for Eyedol (Danger Moves).
5. 48 hit Ultimate (Cinder and Orchid).
Please send these things to add a spark to KI once again. Billy Marr, Toowoomba, Qld

Billy's Moves: Mario Kart extra tracks - L, R, L, R, L, L, R, R.
Theme Park ($14 million) - Enter name as Wonderland - Code: Z3TFRGH7H1CB
MK3 (Mental Kombat) - At title screen press B, A, L, L.
Yoshi's Safari - Hold L, R, X, Y and START.

1. No 96 hit combos. The highest I've seen is 49 with Orchid.
2. To choose him? You can't. To defeat him? Practice!
3. There are no shadow combos in the Super NES version.
4. Eyedol only has special moves, no finishing.
5. 48 hit Ultimate? I don't think so.

To the Gurus,
I've got a question for ya:
In Yoshi's Island stage 4-1, where are the six missing red coins?

In 4-1 go through to the first green piranha and go down the pipe nearby to find those coins.

To the Game Gurus,
In Killer Instinct, how do you do the 2nd Danger Moves with Sabrewulf, Fulgore, Jago, Riptor and Spinal? Can you also show me how to do the Humiliation Moves with these characters?
Lucas Downing, Albury, NSW

DANGER MOVES
Spinal Back, Back, Back, Back, Medium Punch.
Riptor Forward, Forward, Back, Fast Punch.
Fulgore 1/2 Circle from Forward to Back, Fast Punch.
Jago Back, Back, Forward, Forward, Medium Punch.
Sabrewulf Back, Back, Forward, Medium Punch

HUMILIATION MOVES
Spinal 1/2 Circle from Back to Forward & Fast Kick.
Riptor Down, Forward, Forward, Fast Punch.
Fulgore 1/2 Circle from Back to Forward, Medium Kick.
Jago 1/2 Circle from Forward to Back, Medium Kick.
Sabrewulf Forward, Forward, Forward, Fast Punch.

Dear Game Gurus,
I am having trouble with the last boss of MegaMan X. How do you defeat him?
Russell Elce, Carol, Qld

When Sigma is a bald man you need to hit him 16-18 times with the Electric Spark. Climb up the right wall whilst charging up your weapon. When Sigma is on the left, let him have it.

The second form is a huge robot. You'll have to hit him 18 times with the rolling shield. You need to ride the platforms to the top and shoot from there, but don't stay on them for too long!

1902 - 241 001

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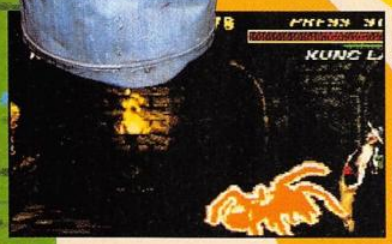
Oly told ye ol'd be back.

KANO

FATALITY 1: (FROM SWEEP DISTANCE) B, BL, BL, X.
FATALITY 2: STAND CLOSE & HOLD B (FORWARD, FORWARD, DOWN, FORWARD).
ANIMALITY: STAND CLOSE & HOLD Y (BL, BL, BL).
BABALITY: FORWARD, FORWARD, DOWN, DOWN, A
FRIENDSHIP: A, R, R, X
STAGE: UP, UP, B, A



SUB ZERO

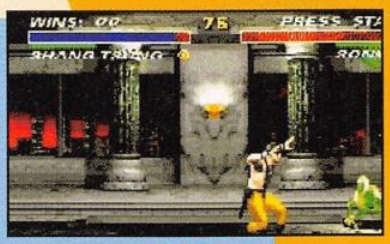
FATALITY 1: (SWEEP DISTANCE) BACK, BACK, DOWN, BACK, R.
FATALITY 2: BL, BL, R, BL, R
ANIMALITY: FORWARD, UP, UP
BABALITY: DOWN, B, B, X
FRIENDSHIP: A, R, R, UP
STAGE: B, DOWN, F, F, X

SMOKE

FATALITY 1: (FULL SCREEN AWAY) UP, UP, FORWARD, DOWN.
FATALITY 2: HOLD BL + R (DOWN, DOWN, F, UP) SWEEP DISTANCE.
ANIMALITY: DOWN, FORWARD, FORWARD, BL
BABALITY: DOWN, DOWN, BACK, BACK, X
FRIENDSHIP: R, R, R, X
STAGE: F, F, DOWN, A

SHANG TSUNG

FATALITY 1: GET CLOSE & HOLD B (DOWN, F, F, DOWN) RELEASE B.
FATALITY 2: GET CLOSE & HOLD B (R, BL, R, BL).
ANIMALITY: Y, R, R, R. SWEEP
BABALITY: R, R, R. SWEEP
FRIENDSHIP: A, R, R, DOWN
STAGE: UP, UP, BACK, BACK



SEKTOR

FATALITY 1: BACK, R, R, BL
FATALITY 2: FORWARD, FORWARD, FORWARD, BACK, BL
ANIMALITY: FORWARD, FORWARD, DOWN, UP
BABALITY: BACK, DOWN, DOWN, DOWN, X
FRIENDSHIP: (FULL SCREEN AWAY)R, R, R, R, DOWN.
STAGE: (GET CLOSE)R, R, R, DOWN.

SHEEVA

FATALITY 1: HOLD X (FORWARD, BACK, FORWARD, FORWARD)
FATALITY 2: FORWARD, DOWN, DOWN, FORWARD, BACK
ANIMALITY: R, BL, BL, BL, BL
BABALITY: DOWN, DOWN, DOWN, B, X
FRIENDSHIP: FORWARD, FORWARD, DOWN, FORWARD, Y
STAGE: DOWN, FORWARD, DOWN, FORWARD, B

CYRAX

FATALITY 1: DOWN, DOWN, FORWARD, UP, R
FATALITY 2: DOWN, DOWN, UP, DOWN, Y
ANIMALITY: UP, UP, DOWN, DOWN
BABALITY: FORWARD, FORWARD, BACK, Y
FRIENDSHIP: R, R, R, UP
STAGE: R, BL, R

LIU KANG

FATALITY 1: GET CLOSE (UP, DOWN, UP, UP) THEN R & BL TOGETHER
FATALITY 2: FORWARD, FORWARD, DOWN, DOWN, A
ANIMALITY: DOWN, DOWN, UP. 2 STEPS AWAY
BABALITY: DOWN, DOWN, DOWN X
FRIENDSHIP: R, R, R, R + DOWN
STAGE: R, BL, BL, A

KABAL

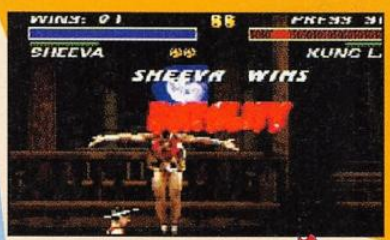
FATALITY 1: R, BL, BL, BL, X
FATALITY 2: DOWN, DOWN, BACK, FORWARD, BL
ANIMALITY: HOLD Y (FORWARD, FORWARD, DOWN, FORWARD)
BABALITY: R, R, R, A
FRIENDSHIP: R, A, R, R, UP
STAGE: BL, BL, BL, X

SINDEL

FATALITY 1: R, R, BL, R, BL
FATALITY 2: R, R, BL, BL, R+BL
ANIMALITY: FORWARD, FORWARD, UP, Y
BABALITY: R, R, R, UP
FRIENDSHIP: R, R, R, R, R, R, UP
STAGE: DOWN, DOWN, DOWN, B

KUNG LAO

FATALITY 1: R, B, R, BL, DOWN
FATALITY 2: FORWARD, FORWARD, BACK, DOWN, Y
ANIMALITY: R, R, R, R, BL
BABALITY: DOWN, FORWARD, FORWARD, Y
FRIENDSHIP: R, B, R, A
STAGE: DOWN, DOWN, FORWARD, FORWARD, A



MK3

Nun the Wiser

Tips & Tactics

SHAO KAHN'S MOVES

SHOULDER SLAM: FORWARD, FORWARD, B
UPWARD THRUST: FORWARD, FORWARD, Y
HAMMER: BACK, FORWARD, Y
FIREBALL: BACK, BACK, FORWARD, B
TAUNT: DOWN, DOWN, A

MOTARO'S MOVES

GRAB AND WHAM!: FORWARD, FORWARD, B
FIREBALL: FORWARD, DOWN, BACK, B
TAIL WHACK: BACK + A
TELEPORT: DOWN, UP

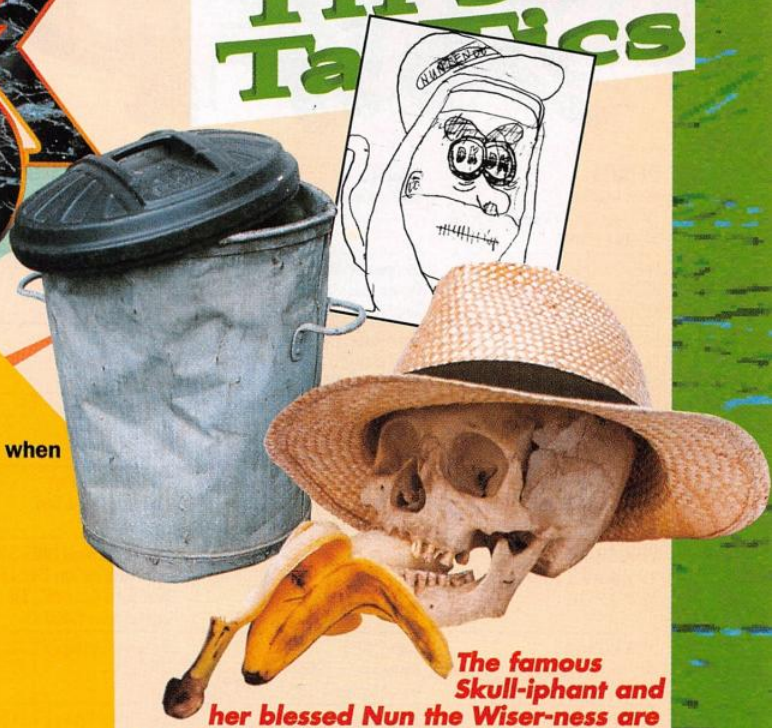
(SHAO KAHN and MOTARO can only be played in 2-player mode)

To access one button fatalities switch them on in Kooler stuff. Then, when it says "FINISH HIM/HER!", press forward and one of the following:

B: CLOSE FATALITY
X: ANIMALITY
Y: FAR FATALITY
R: BABALITY
A: FRIENDSHIP
L: STAGE/PIT FATALITY

For Random Select hold: UP and START
For a Mercy, lose 1 round, then when it says "Finish Him!" do the following: Hold PUNCH, D, D, D, D, release punch.

Dare now, ye can all go and violent your way off to bed now, happy that all the cares of the world are safely tucked up inside my little brown sack of tips.



The famous Skull-iphant and her blessed Nun the Wiser-ness are here for all your gaming quips and queries. If you've got tips you'd like us to pass on, or if you want all the final solutions, just drop them a line to:

Tips & Tactics, NMS, PO Box 14225, Melbourne, MC Victoria, 8001
email: catalyst@popmail.dircon.co.uk

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SWAP & SELL

DETAILS	WANTS	WILL SWAP/SELL
KEVIN HANDLEY 18 Furner Cres, Pt Hughes, SA 5558 Tel: 0888 252801	Donkey Kong Country (SNES)	Jurassic Park (SNES) Swap
BRENDAN JOHN PO Box 1412, Mildura, Vic 3502 Tel: 050 22 2402	Shadowrun (SNES) Cannon Fodder (SNES) King Arthur's World (SNES)	Syndicate (SNES) Starwing (SNES)
DANYLE MARTIN 36 Blake St, Nathalia, Vic 3638 Tel: 058 663163	World Heroes (SNES) Super Metroid 3 (SNES) NBA Live '96 (SNES)	
MARC RANSOME 38 Rotherham St, Bateau Bay, NSW 2261. Tel: 043 331064	Super Ghouls 'n' Ghosts (SNES) Earthworm Jim 2 (SNES) Game Boy (Game Boy Hardware)	Sim City (SNES) Battle Clash (SNES) F-Zero (SNES)
JARED MARSHALL 69 Gouger St, Torrens, ACT 2607 Tel: 2866959	Micro Machines 2 Turbo Tournament (GB) Worms (Game Boy) Kirby's Dream Land (Game Boy)	NBA Jam (Game Boy) Wario Land (Game Boy)
SHANE SARTORI 9 Drummond St, Redcliffe, Perth 6104 Tel: 09 4797870		King Arthur's World (SNES) $40 Super Mario All Stars (SNES) $40 Super Mario Kart (SNES) $30 Secret of Mana (SNES) $35
MARK MCGRATH McGraths Rd, Strathdownie, Via Casterton, Vic 3311. Tel: 055 847290	Doom (SNES) Mortal Kombat (SNES) Mortal Kombat II (SNES)	The Legend of Zelda RoboCop 3
MATTHEW EDGAR 119 Maud St, Nth Balwyn, Vic 3104 Tel: 03 9859 3879	Wario Land (Game Boy) Donkey Kong Land (Game Boy) Nigel Mansell's World Champ. (Game Boy)	Burai Fighter Deluxe (Game Boy) (no book)
DANIEL LEE 36 Livingstone Close, Burwood, Melbourne, Vic 3125. Tel: 9808 2516	True Lies (SNES or Game Boy) NBA Jam 2 or TE (SNES) Donkey Kong Country (SNES) Donkey Kong Country II (SNES) NBA Jam (SNES) Dirt Trax FX (SNES) MegaMan X2 (SNES)	Soccer (Game Boy) Swap all Power Rangers (The Movie) (GB) Milon's Secret Castle (Game Boy) Super Gameboy (SNES/GB Hardware) World League Basketball (SNES) X-Kaliber (SNES)
ANDREW GREEN 23 The Boulevard, Epping 2121 Tel: 02 869 0371	Mortal Kombat 3 (Game Boy) The Legend of Zelda (Game Boy) Any other Game Boy game	Earthworm Jim (Game Boy) Spider Man 2 (Game Boy) Tetris (Game Boy)
CARL STRAUSS 83 Yala Rd, Bangor, Sydney, NSW 2234 Tel: 02 543 1869	NBA Jam (SNES) World Class Rugby (SNES) Any good racing game (SNES)	Streetfighter II Turbo (SNES) Swap Rock 'n' Roll Racing (SNES) Swap NBA All Star Challenge (SNES) Swap
MATTHEW INGRAM 42 Alma Rd, Leppington, NSW 2171 Tel: 02 6065698		Mortal Kombat 3 (SNES) Sell
BEN MYCHAEL PO Box 438, Cessnock, NSW 2325 Tel: 049 911053	Bubble Bobble (NES) Super Mario Bros 2 (NES) International Cricket (NES)	
DREW FREYLING 6 Willowglen St, Kingaroy, QLD 4610 Tel: 071 624791	All games box with manuals: Secret of Mana 2 (SNES)	Double Dragon 3 (NES) $12 Super Mario Bros (NES) $13
HAYDEN DALEY 37 Albert Morris Ave, Broken Hill, NSW 2880. Tel: 080 881097	Super Mario Kart (SNES) PGA Tour '96 (SNES) NBA Jame TE (SNES)	Ghoul Patrol (SNES) $30 PilotWings (SNES) $30
PATRICIA TOWNSEND 28 Wrights Rd, Drummoyne, NSW 2047 Tel: 7198753	Return of the Jedi (Game Boy)	Game Boy Gallery (Game Boy)
C J HARPER Branxholm, NE Tasmania 7261 Tel: 003 546219	Breath of Fire (SNES) PAL Secret of Mana 2 (SNES) PAL Shadowrun 2 (SNES) PAL	Illusion of Time (SNES) $45 Alien III (SNES) $15
ELSA DECHERT 3 Elimatta Rd, Yarrawonga Park, NSW 2264. Tel: 049 731 437	Donkey Kong Land (Game Boy) Kirby's Pinball Land (Game Boy) Super Mario Land (Game Boy)	Tetris (Game Boy) $20 Kirby's Dreamland 2 (GB) $60
NATHAN MCGREGOR 3 Clivia Crest, Daisyhill, Brisbane, QLD 4127. Tel: 07 3208 8101	Pro Action Replay 3 (SNES) (must have book) MegaMan 7 (SNES)	Primal Rage (SNES) Virtual Bart (SNES) Pink Panther goes to Hollywood (SNES)

DETAILS	WANTS	WILL SWAP/SELL
TIM WOODMAN 3 Carnation Crt, Parafield Gdns, SA 5108. Tel: 2586265	NHL '96 (SNES) Super International Cricket (SNES)	Nigel Mansell's World Championship (SNES) Streetfighter II (SNES)
MARK WALKER 5a Codringto St, Cranbourne, Vic 3977 Tel: 059 950159	Theme Park (SNES) Super Mario Kart (SNES) Streetfighter II (Game Boy)	Q*Bert (Game Boy) Swap Hook (Game Boy) Swap
JOHN DOMJAN 55 Forest St, Whittlesea, Melbourne, Vic 3757. Tel: 9716 1065	Kirby's Dreamland 2 (Game Boy) Pac in Time (Game Boy) Earthworm Jim (Game Boy)	Legend of Zelda – Link's Awakening (Game Boy) Mercenary Force (Game Boy) Gargoyles Quest (Game Boy)
MITCHELL BARKLE 98 Stella St, Collaroy Plateau, Sydney, NSW 2097. Tel: 02 9971 6854	Super Return of the Jedi (SNES)	Killer Instinct (SNES) Swap
JAN POTMA 59 Armstrong St, Suffolk Pk, Byron Bay Tel: 853529	Mortal Kombat II (SNES) Super Streetfighter II (SNES) Samurai Shadow (SNES) Streetfighter II (SNES)	Killer Instinct (SNES) Mortal Kombat III (SNES) Mortal Kombat (SNES)
BRETT SLADER 32 Conroy St, Kilcoy, QLD 4515 Tel: 074 972097	Road Rash (Game Boy) NHL '96 (Game Boy) Super International Cricket (SNES) NBA Jam TE (SNES) Earthworm Jim 2 (SNES) Super Multitap 4 player adapter (Hardware)	Wario Blast (Game Boy) Wario Land (Game Boy) Mortal Kombat 3 (SNES) Rock 'n' Roll Racing (SNES) Super Metroid (SNES)
DAVID LEARMONT-WALKER 27 White Ave, East Kew, Vic 3102 Tel: 03 98593609	Yoshi's Island (SNES) Donkey Kong Country 2 (SNES)	Starwing (SNES) Super Streetfighter II (SNES) Super International Cricket (SNES) Donkey Kong Country (SNES)
JOSET OZANNE PO Box 1294, Palmerston, NT 0831	Biker Mice from Mars (SNES)	
TROY PROUDFOOT 33 Ash St, Yamanto, Qld 4305 Tel: 07 3288 6006	Donkey Kong Country 2 (SNES) Donkey Kong Land (Game Boy) Zelda III (SNES)	Yoshi's Island (SNES) Secret of Mana (SNES) Mystic Quest Legend (SNES)
RYAN AUSTIN 5 The Outlook, Cockburn Waters, Coogee, WA 6166. Tel: 09 4185658	California Games (NES) Battletoads (NES) Arch Rivals (NES)	International Cricket (NES) Swap or $20 Super Mario Bros 3 (NES) Swap or $10 Kung Fu (NES) Swap or $7
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ALEX TREZISE 104 Jones Rd, Buderim, Qld. 4556 Tel: 074 76 86 63	Mortak Kombat 2 (SNES)	Donkey Kong Country (SNES)
NATHAN SLADDEN 4 Campbell St, Darlington Point, NSW 2706. Tel: 069 684339	Lemmings 2 Tribes (SNES) Dirt Trax FX (SNES) Final Fantasy (SNES) Final Fantasy 2 (SNES) Final Fantasy 3 (SNES)	Tecmo Super NBA Basketball $25 Rise of the Robots $35 Super Ghouls 'n' Ghosts $45
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STEPHEN PISCIONERI PO Box 466, Glenside, Adelaide, SA Tel: 08 338 1680	Excite Bike (NES) Wario Blast (Game Boy) Tetris (Game Boy)	Mercenary Force (Game Boy) World Cup Soccer (Game Boy) Mario/Duck Hunt (NES)
DAVID ZWAR 36 Axehead Rd, Roxby Downs, SA 5725 Tel: 086 710324	Lord of the Rings (SNES) Buy Breath of Fire (SNES) PAL Buy Killer Instinct (SNES) Buy	Battletoads in Battlemaniacs (SNES) Super Metroid (SNES) Dr Mario (NES)
DILON PAHL CADMAN 37 Bransby Ave, Plympton 5038 Tel: 2972393	Star Wars: Super Empire Strikes Back (SNES) Secret of Mana (SNES) Mega Man X2 (SNES)	Primal Rage (SNES) Super Metroid (SNES) Super Mario All Stars (SNES)

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ANDREW UREN Lot 1, Mays Rd, Tyers, Vic 3844 Tel: 051 918 450	Killer Instinct (SNES) International Superstar Soccer (SNES) Doom (SNES)	Blues Brothers (SNES)
STEVEN ZONNEVELDT 35 Denise Rd, Cobram, Vic 3644	Donkey Kong Country 2 (SNES) NBA Live '96 (SNES) Mortal Kombat (SNES/Game Boy) Mortal Kombat 2 (SNES/Game Boy) Mortal Kombat 3 (SNES/Game Boy) Yoshi's Island (SNES) Super Mario Kart (SNES) Rock 'n' Roll Racing (SNES) Streetfighter II (SNES) Micro Machines 2 (SNES) Stunt Race FX (SNES) NBA Jam (SNES) NBA Give 'n' Go (SNES) Big Hurt Baseball (SNES) NHL '96 (SNES) Wario Land (Game Boy) Shaq Fu (SNES)	Donkey Kong Land (GB) $40/Swap Starwing (SNES) $50/Swap Tetris $20/Swap
NIKOLAOS ARHARIDIS PO Box 362, Virginia, SA 5120 Tel: 3809209	Doom (SNES) Yoshi's Island (SNES) Mortal Kombat 3 (SNES) Killer Instinct (SNES) Utopia (SNES)	NBA Jam (SNES) Sell Jurassic Park (SNES) Sell Sell or swap both for one game
ROBERT KEARSLEY 13 Robertson St, Carnamah, WA 6517 Tel: 099 511026	Killer Instinct (SNES) Rock 'n' Roll Racing (SNES) Earthworm Jim 2 (SNES)	Vegas Stakes (SNES) Prince of Persia (SNES) Jurassic Park (SNES)
STEVEN BLUHDORN 21 Meier Rd, Camira, Brisbane, Qld Tel: 07 3288 3669	Super Mario All Stars (SNES) Yoshi's Island (SNES)	Killer Instinct (SNES) Donkey Kong Land (Game Boy) Mortal Kombat 2 (Game Boy) Kirby's Pinball Land (Game Boy) Streetfighter II (Game Boy)
DAVID SLOAN 1 Leichardt St, Echuca, Vic 3564	Samurai Showdown (SNES)	Bram Stoker's Dracula (SNES) Robocop 3 (SNES) (will swap 2 games for 1)
MARC WILLIAMS 20 Wilkinson St, Berkeley, NSW 2506 Tel: 042 712060	Hudson Hawk (Game Boy) Speedy Gonzales (Game Boy)	T2: Judgment Day (Game Boy) Bill & Ted (Game Boy)
AARON JONES 91 Bryants Rd, Loganholme, Qld 4129 Tel: 07 32096064	All games with instruction books All for $330 (together only)	Donkey Kong Land (Game Boy) Earthworm Jim (Game Boy) Wario Land (Game Boy) Dr Franken (Game Boy) Dragon's Lair (Game Boy) Power Racer (Game Boy) Chase HQ (Game Boy) R-Type (Game Boy) Addams Family (Game Boy) Hook (Game Boy) Game Boy console with Magnifier, Connector and Carry Case – $55
BLAKE WILSON 1 Salvado Ave, East Fremantle, WA 6158. Tel: 339 2258	All buyers/swappers preferably in WA near Perth	Yoshi's Island (SNES) Secret of Mana (SNES) Zelda 3 (SNES) Starwing (SNES) Stunt Race FX (SNES) Super Game Boy (SNES/GB Hardware) Killer Instinct (Game Boy) Mortal Kombat (Game Boy) Zelda IV (Game Boy)
DANIEL BULT 61 David St, Lalor, Melbourne, Vic Tel:94623933/9462177 (after 4pm) Mobile: 019 645 852	Super International Cricket (SNES) Super Mario Kart (SNES) Super Mario Paint (SNES) + instructions and mouse Aussie Rules Football (NES)	Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES) F-Zero (SNES) Bart's Nightmare (SNES) Battletoads (NES) Bart vs the Space Mutants (NES) Super Mario Bros. 3 (NES)
ROGAN FRASER PO Box 42434, Casuarina, NT 0811 Tel: AH 08 89273942 BH 08 89451566		Secret of Mana (SNES) $40 Zelda 3 (SNES) $40 Street Racer (SNES) $35 Super Mario Kart (SNES) $30 WWF Royal Rumble (SNES) $30 NBA Jam (SNES) $25 Streetfighter II (SNES) $20 Super Tennis (SNES) $25 Darius Twin (SNES) $30 (+ US conv) SNES Console $80 ono (+ 1 controller)
CARMEN FABIAN PO Box 1576, Esperance, WA 6450 Tel: 090 714576	Secret of Evermore (SNES) Yoshi's Island (SNES) ChronoTrigger (SNES)	Super Streetfighter II (SNES) MegaMan X (SNES) Zelda 3 (SNES) Prince of Persia (SNES)
ALEXANDER OWEN 26 Spencer St, Rose Bay, Sydney, NSW 2029. Tel: 023714676 / 02018114223	Donkey Kong Country (SNES) Mortal Kombat 3 (SNES) Unirally (SNES)	Super Nintendo Scope 6 (Hardware) including 6 games in 1. $50 ono

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JUSTIN PENGELLY 11 Mitchelle Ave, Kempsey West, NSW 2440. Tel: 065 631850	Super Mario World (SNES) Donkey Kong Country (SNES) Rocky & Pocky (SNES) Probotector (SNES) Super Metroid 3 (SNES) MegaMan X2 (SNES) MegaMan X3 (SNES) MegaMan 7 (SNES) SNES Superscope 6 (SNES) Killer Instinct 2 (SNES) NFL Quarterback Club '96 (SNES)	Mechwarrior 3050 (SNES) $50 Bubsy the Bobcat (SNES) $50 T2 (not arcade) (SNES) $50 Battletoads (SNES) $50 Stunt Race FX (SNES) $50 Primal Rage (SNES) $50 Streetfighter II (SNES) $50 Super International Cricket (SNES) $50
DANIEL JONES 120 Francis St, Leichhardt, 2040 Tel: 02 5601288	Super Mario Bros. 2 (NES) Super Mario Bros. 3 (NES) The Empire Strikes Back (NES) Super Mario Kart (SNES) Super Mario All Stars (SNES) Super Mario World (SNES) Super Bomberman (SNES) Super Bomberman 2 (SNES) Super Probotector (SNES) Probotector II (NES) Killer Instinct (SNES)	Faxanadu (NES) Swap Lemmings (SNES) Crash Dummies (SNES) Swap F-Zero (SNES) Game Boy Action Replay (Game Boy Hardware)
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TROY BEAMES 43 Barrett St, Timboon, Vic 3268 Tel: 055 983305	Super Mario Kart (SNES) Killer Instinct 2 (SNES) Donkey Kong Country 2 (SNES) WWF Royal Rumble (SNES) Earthworm Jim 2 (SNES)	Bubsy the Bobcat (SNES) Nigel Mansell's Wordl Champ (SNES) Super International Cricket (SNES) Killer Instinct (SNES) All boxed with manuals
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PETER SEGAR 23 Padley St, Pearcedale, Vic 3912 Tel: 059 787 354	ChronoTrigger (SNES) Secret of Evermore (SNES) Legend of Zelda 3 (SNES) Final Fantasy (SNES) FIFA Soccer '95 (SNES) FIFA Soccer '96 (SNES) Killer Instinct (Game Boy)	Killer Instinct (SNES) Punch Out (SNES) Lawnmower Man (SNES) Super Mario All Stars (SNES) Donkey Kong Country (SNES) Donkey Kong Land (Game Boy) Golf (Game Boy) $20
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JAROD GWYNNE 44 Salisbury Ave, Morphett Vale, Adelaide, SA 5162. Tel: 08 3261454	Doom (SNES) Mortal Kombat 2 (Game Boy)	T2-Arcade Game (Game Boy) Super Mario All Stars (SNES) Jurassic Park (SNES)
LINCOLN GOCK 12/12-18 Russell Ave, Lindfield, NSW 2070. Tel: 02 416 8182	Yoshi's Island (SNES) Donkey Kong Country 2 (SNES) Toy Story (SNES) WCW Uncensored (SNES)	NBA Jam TE (SNES) Super Bomberman (SNES) Super Mario All Stars (SNES) Super Multitap (SNES Hardware)
BRADLEY LUCAS 15 Teal Grove, Semophore Park, Adelaide SA 5019. Tel: 08 499262	Mortal Kombat (SNES) Mortal Kombat 2 (SNES) Mortal Kombat 3 (SNES) Stunt Race FX (SNES) Super Mario Kart (SNES) Micro Machines 2 (SNES) Yoshi's Safari Wolverine Adamantium Rage (SNES) Killer Instinct	Unirally (SNES) Swap
BEN ROVATSOS Lot 26, Swansea Rd, Lilydale, Vic 3140 Tel: 97395696	NHL '96 (SNES) FIFA Soccer '96 (SNES) Micro Machines (SNES)	Super Punch Out (SNES) Mortal Kombat 3 (SNES) Donkey Kong Country (SNES) Super Mario All Stars (SNES) All boxed with instructions
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ISSUE 35: February
SNES: Donald Duck in Maui Mallard, DKC2, Phantom 2040, MK3, Secret of Evermore, Zoop, Lion King, Aaahh!!! Real Monsters, FIFA '96, Pinocchio, Spawn, CutThroat Island. **GAME BOY:** Killer Instinct, Waterworld. **N64:** Super Mario 64.

ISSUE 36: March
SNES: Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWF, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real. **GAME BOY:** Mickey Mouse V, Micro Machines 2.

ISSUE 37: April
SNES: CutThroat Island, Separation Anxiety, EWJ2, Revolution X, MegaMan X2, Ken Griffey Jr Baseball, Hebereke's Popoitto, NFL '96. **GAME BOY:** MegaMan 4, CutThroat Island, MK3, Micro Machines 2, Big Hurt Baseball. **N64:** Blast Dozer, Goldeneye.

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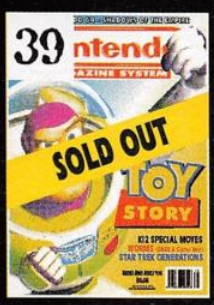

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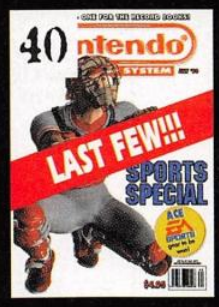

ISSUE 40: July
SPORTS SPECIAL
SNES: Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Summer Games, 90 Minutes Soccer, PGA '96, Super International Cricket. **GAME BOY:** Olympic Summer Games, PGA '96, NHL '96. **N64:** Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.

ISSUE 41: August
SNES: Wild Guns, NinjaWarriors, Prehistorik Man, Breath of Fire 2, War 2410, Mohawk & Headphone Jack, Yoshi's Island, Killer Instinct, Doom. **N64:** Killer Instinct 64, Cruis'n USA, Doom 64, Mission: Impossible.

ISSUE 42: September
SNES: Tetris Attack, Wild Guns. **GAME BOY:** Donkey Kong Land, Toy Story. **N64:** Super Mario 64, Shogi, PilotWings 64, Starfox 64, Super Mario Kart R, Body Harvest.

ISSUE 43: October
RPG SPECIAL
SNES: Super Mario RPG, Pinocchio, Secret of Evermore.
GAME BOY: Dragonheart, Pinocchio, Zelda - A Link To The Past.

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